

SILICON TIMES REPORT
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(Since 1987)

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STReport International OnLine Magazine
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Florida Lotto

LottoMan v1.35 Results: 08/26/95: 1 match in 9 plays

From the Editor's Desk

"Saying it like it is!"

Little did I realize just how well the new format for STReport would be welcomed. I now know. I have received over six hundred fifty email posts and seventy five hard copy letters expressing approval of the new Acrobat PDF format. Talk about a way to get more out of someone. This is it! I feel great about working on STReport. Oh, well enough of my noise already.

Windows 95 from MS has litterally taken the PC market in one fell swoop. Over one million copies now installed and the end is not in sight. While the stats may indicate many things.. The most important thing they mean to me and should mean to you is this wide acceptance of Windows 95 heralds a era of programming improvements and upgrades the likes of which we have never seen. Even if one takes into consideration the 286 to 386 revolution, nothing compares to the rejuvenation of the Windows world and reinstigation of sheer enthusiasm into this platform in general. It benefits everyone.

Now with each issue being done with Word 7.0, WPerfect 6.1a and Acrobat Pro 2.0, STReport is destined to get better with each and every issue. Please keep those suggestions coming in. Every one of them are being considered if not tried.

Ralph....

Of Special Note:

WEB SITE: <http://www.streport.com>

STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailling list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED.

Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of May 12,1995, you'll be able to download STReport directly from our very own WEB Site. While there, be sure to join our STR list. In any case, our mailing list will continue to be used for at least the next eight weeks. At that time, however, it will be discontinued. Each of our readers will have by then, received their information packet about how they may upgrade their personal STR News Services.

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DEDICATED TO SERVING YOU!

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Internet rmariano@streport.com
Internet:CZGJ44A@prodigy.com
Internet:RMARIANO@delphi.com
Internet:70007.4454.compuServe.com
Internet:STReport@AOL.Com
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the years developed the reputation of "saying it like it really is". When it comes to our editorials, product evaluations, reviews and over-views, we shall always keep our readers interests first and foremost. With the user in mind, STReport further pledges to maintain the reader confidence that has been developed over the years and to continue "living up to such". All we ask is that our readers make certain the manufacturers, publishers etc., know exactly where the information about their products appeared. In closing, we shall arduously endeavor to meet and further develop the high standards of straight forwardness our readers have come to expect in each and every issue.

The Staff & Editors

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STR INDUSTRY REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #35

Compiled by: Dana P. Jacobson

WIN95 SALES BEAT PREDICTIONS

Stronger than expected sales of Microsoft Corp.'s Windows 95 and other computer products are being reported by retailers following last Thursday's launch of the new operating system.

Tandy Corp. Chairman John Roach told Martin Wolk of the Reuter News Service, "The excitement continued right through the weekend. I think if anything the surprise was a little bit larger average ticket than we would

have expected."

Roach said the average sale at Tandy's 78 Computer City retail stores was "two to three" times the \$90 retail price of the Windows 95 upgrade package, "meaning that consumers are buying additional software, memory and other goods to go along with the operating system," Wolk commented.

They are calling this a high "attach" rate, meaning that consumers who buy Win95 generally make additional purchases as well. Roach said all this "could easily add another 10 to 20 percent to the growth of the industry," which he described as already strong. However, Roach and other retailers are not giving out actual sales figures yet, and Microsoft isn't talking about how sales have been going so far.

Analyst Steve McClellan told the wire service, "I don't think we're going to hear any numbers for at least a month or maybe two." (As noted, industry observers predict Microsoft will sell at least 10 million units at retail over the next few months.) On the "attach rate" matter, spokeswoman Leslie Sinfield of Merisel Inc. said her employer noted seven out of 10 Win95 buyers have purchased additional products, more than twice the expected rate.

And Vice President Larry Mondry of CompUSA Inc. said the retailer sold "tens of thousands" of copies of Windows 95 and reordered sooner than expected, adding, "Sales have been far ahead of expectations and continue to be. The beauty of this of course is that it's not just Windows 95." Mondry told Wolk that products designed especially for the new system, such as Microsoft's new Office upgrade package and Symantec Corp. utilities, have been among the top sellers, along with hardware such as memory and new computers.

Meanwhile back at Microsoft, spokeswoman Jenny Moede said the firm's product-support phone lines have been at capacity since about noon Thursday, meaning many callers have received busy signals, which are activated when the wait times become "unreasonably long." She said the help lines can handle about 20,000 calls on a typical weekday, and less on weekends.

Moede told Wolk, "The first couple of weeks it's going to be pretty heavy, and that was totally anticipated. Customers are going to receive busy signals."

MICROSOFT SELLS 1M WIN95 COPIES

Microsoft says it estimates that more than 1 million copies of Windows 95 were obtained by customers at retail during the product's first four days of availability in North America. The DOS 6.0 upgrade, previously the fastest-selling software product, took 40 days to reach the 1 million mark; the Windows 3.1 operating system took 50 days to achieve a similar feat.

"Opening-weekend sales have exceeded our expectations," says Brad Chase, Microsoft's general manager of personal systems division marketing. "In the United States alone, every second a store was open, customers purchased eight copies of Windows 95. This is better than the record setting receipts for Jurassic Park in its opening weekend and more than double those of The Lion King."

But Microsoft also admits that customer support calls have exceeded

its phone capacity. As a result, Microsoft is returning busy signals to some calls to its standard phone support lines, rather than place customers on hold for a long time. Microsoft expects calls to Product Support Services to be high during the first several weeks after the launch of Windows 95.

"We're doing everything we can to help customers access the technical information they need and apologize for this inconvenience," says Deborah Willingham, vice president of support at Microsoft. "The good news is that the types of questions we are receiving are in line with our expectations," she adds. "Phone support is only one resource for customers; we also have vast amounts of technical information on Windows 95 available online and in the product itself."

WINSUPPORT '95 SURVIVES MADNESS

Now that the Midnight Madness of Aug. 24 is behind us and the free pizzas and newspapers are gone, CompuServe members are online in droves to assess Microsoft's new version of its Windows operating system. The WinSupport 95 area offers technical support and product information, shareware and user files covering every aspect of the new release. In addition, WinNews Forum members are letting off steam as they seek support

and discussion.

Nick Murray writes, "Joy! Finally I can get true preemptive multitasking and plug and play on my PC just like my old Amiga had since the mid-80s! Joy!" In contrast, Ahmed Hassan notes, "Just got Win95 installed and I'm already having problems with it! For no reason (that I can see) Win95 periodically stalls, with no warning. One second everything is fine, the next nothing is moving. Has anyone else had this problem and does anyone have a solution?" As a sidenote most of the "helpers" in this area are members of ClubWin, a group aided by Microsoft in providing new Win95 users with solid information.

Greg Fahey, diagnosing a network installation problem, says, "Ah-ha! 'Tis the culprit, though since I'm not a network expert myself...hopefully, one of my more learned network colleagues will jump in here and get you fixed right up."

To get help with your own problems or to share your success, GO WIN95 for support, a welcome center, CD Sampler Area, file downloads, order areas, and Hot News. For forum chats, GO WINNEWS, The MS Windows News Forum, Section 15, "Win 95 Discussion," "This is ridiculous," "Final Release is here," "Win95 stall," and related threads.

REPORTER'S PRANK IS PAGE 1 NEWS

A reporter in Aspen, Colorado, meant it as a joke, but it ended up on the front page. As a prank for his girlfriend, a reporter with the Aspen Daily News typed on his computer, "Aspen police are involved in a statewide womanhunt for an unidentified 'wild child' who rampaged through local singles bars Wednesday night, leaving a string of wasted males in her wake."

Problem is the reporter put the text in the wrong computer folder and somehow the fake story found its way onto the front page of yesterday's edition.

The fake story, which named a local woman, went on to say, "No less than 37 men aged 13 to 78 were taken to local hospitals. Their injuries included everything from severe bleeding due from hickies on their necks to sexual exhaustion." Adds AP, "Some people loved it. Readers called the newspaper and even came to its offices to buy extra copies."

News Editor Curtis Robinson told The Associated Press, "People are asking us to run this once a week. It was a practical joke that was more successful than the originator ever dreamed."

GATES DOES TV COMMERCIAL FOR COKE

You've bought his software. Now you can drink his soft drink. Billionaire Bill Gates is making his acting debut in a 30-second TV commercial for Coca Cola, poking fun at the fact that the 39-year-old Microsoft Corp. chief now is said to be the richest man in the world.

According to The Associated Press, the ad begins with a man working late at a computer, reaching for his soft drink and finding the bottle empty. He walks down a deserted hall to a room with a Coke machine. His pockets and wallet are empty. The camera then reveals it is Gates.

He calls back into the hallway: "Hello, anybody got some change for a Coke. I'll pay you back." There's no reply

COMPAQ/FISHER-PRICE TEAM UP

Compaq Computer Corp. and toy maker Fisher-Price have teamed up to develop a new line of education- and entertainment-oriented products for young children.

According to the companies, the new products will utilize hardware and software technology and are expected to be introduced in mid-1996 through PC and toy channels. Product details weren't disclosed. Prototypes are expected to be unveiled early next year, say the companies.

"Products produced by this partnership will help satisfy customer needs by delivering new and fun ways to play and learn, developed by companies whose names families have come to know and trust," says Eckhard Pfeiffer, Compaq's president and CEO. "This partnership with Fisher-Price will help us reach an exciting new dimension in family and lifestyle computing and fits perfectly with our vision of providing truly useful innovation to the consumer marketplace."

IBM'S OS/2 ADS RETURN TO TV

IBM will be back on TV next week with ads boosting its OS/2 Warp operating system. IBM says the ads were planned to coincide with the U.S. Open tennis tournament and aren't in response to the marketing blitz for rival Microsoft Corp.'s Windows 95.

Reporting from Seattle, the Reuter News Service says the ads show "a group of lost travelers using OS/2 Warp Connect to find their way out of the Brazilian rain forest." Future ads will feature IBM's consumer PC model, Aptiva, which offers customers models with Win95, the wire service said.

"IBM declined," reports Reuters, "to say how much is it spending on the ads for the newest version of the software, called OS/2 Warp Connect, for networked computing."

PHILIPS PLANS TV-INTERNET LINK

A modem to enable European users of Compact Disc-interactive players to browse the Internet on their TVs is being launched by Philips Electronics NV.

Reporting from Berlin, the Reuter News Service says John Hawkins, vice president of Philips Media, told a news conference at the IFA electronics fair, "The CD-i user can also send and receive email anywhere in the Internet world through an easy to connect soft keyboard on the TV screen."

Reuters says the modem will be introduced on the British market in October and other European markets will follow soon. The product would then be launched in the U.S., the wire service says.

"The Internet browser on the system was developed by Philips itself,

which had also set up its own service bureau that would deliver the necessary support," Reuters adds.

MCI DEPLOYS NETWORK TECHNOLOGY

MCI Communications Corp. says it has deployed a technology that will allow it to increase the capacity of its network by 50 percent without any additional fiber optic lines.

The technology, known as Tri- Color Wave Division Multiplexing (Tri-CWDM), allows existing fiber to accommodate three light signals instead of two, by routing them at different light wavelengths, through the combined use of narrow and wide band wave division multiplexing.

With the method, lightwaves are transmitted at 1557 nanometers (nm) and 1533 nm to a wide band wave division multiplexing device, where a 1310 nm signal is added. Once combined, the three signals are routed through a single fiber to the next site where they are separated and sent to the receivers. Transmitting three signals in each direction allows for three different transmit pairs on just two fibers, effectively increasing the total network capacity from 5 gigabits to 7.5 gigabits.

MCI engineers deployed the first Tri-CWDM devices around Memphis, Tennessee, in July. Tri-CWDM will be added to MCI's Chicago fiber ring in early October, with others cities to follow.

MCI officials say the technology will be particularly valuable in major metropolitan areas, where the company is experiencing growth in both voice and data traffic.

"It's not often that a technology offers so much for so little," says Fred Briggs, MCI's chief engineering officer. "In today's exploding telecommunications market, our customers are demanding more and more capacity on our network. Tri-CWDM increases the power and reliability of our network without the additional cost of new fiber." MCI is headquartered in Washington.

LIBRARIES EMBRACE INFO HIGHWAY

The American Library Association has released a survey showing that an increasing number of people can connect to the Internet at their local

public libraries.

According to the study, 23 percent of libraries serving populations of 100,000 or more provide direct public access to the Internet. Another five percent provide public access with staff assistance.

"Libraries are the public's on-ramp to the information superhighway," says Betty Turock, president of the 57,000 member American Library Association.

Of 369 public libraries serving populations of 100,000 more, the survey found:

0 More than 90 percent have CD-ROMs for public use.

0 Nearly 90 percent have an online public catalog (OPAC) and 70 percent provide access from homes and businesses via modem.

0 Seventy percent provide commercial database searches with staff assistance.

0 More than half provide desktop computers and software for public use.

0 More than 70 percent have special telephone devices for the deaf (TDD).

0 Nearly 60 percent will fax information to a home or business on request.

APPLE GIVES EXECS 'PARACHUTES'

"Golden parachutes" -- employment provisions promising a soft landing in the event of a hostile takeover -- have been granted to Apple Computer Inc. CEO Michael Spindler and other Apple executives.

The Reuter News Service quotes documents amending Apple's June quarter earnings report filed with the Securities and Exchange Commission as stating a severance plan for which Spindler qualifies amounts to three times his annual salary and bonus should he be let go or demoted.

The wire service says other Apple executives would be eligible for payments of up to two times their salary and the actual amount of their bonus.

"Spindler has repeated that Apple is not for sale," Reuters says. However, earlier this month an IBM executive told the wire service his employer last summer held friendly talks with Apple management and came close to buying the company.

An Apple spokeswoman told Reuters the severance plan "is not being adopted with regard to any specific outside event." She said it is common practice for companies to adopt such a plan.

APPLE OFFERS NEW POWERBOOK

Apple Computer Inc. today rolls out a line of more powerful PowerBook portables starting at about \$1,650. Reporting from Palo Alto, California, the Reuter News Service says the computers "weigh less than their

predecessors, but boast bigger screens and wireless access to the company's e-World online network."

The new units are in two series, the 5000 and 2000, and Apple also is introducing models to the existing 100 series. The new systems are based on the 603-series versions of the PowerPC chip, jointly developed with IBM and Motorola Inc. The 190 model has the 66MHz version of the chip, while the 2000 and 5000 series have 100MHz and 117MHz, respectively. All models have a lightweight lithium ion battery with three to five hours of continuous usage capacity.

Reuters says the three upgradeable PowerBook 190 models, with their 10.4-inch display screens and built-in ports, range in price from \$1,649 to \$2,299. The lightest series, the 2000, weighing 4.8 pounds and with 750MB to 1.1 gigabytes of RAM, range from \$3,499 to \$4,699. The flagship 5000 series, an inch smaller and nearly a pound lighter than the existing top of the line 500 series, comes in six models ranging in price from \$2,199 to \$6,799.

"In time for the busy holiday season," says Reuters, "the 5000 will be in shops on Sept. 11 followed by the others in mid-October. However, Apple warned the initial surge of demand means the PowerBooks might be hard to find on shop shelves in their first week or so." As reported earlier, Apple severely underestimated demand for recent desktop models and has been scrambling to fill orders.

Steve Andler, Apple's senior director of mobile systems product marketing, told reporters in a teleconference, "We're making a good effort to make sure there's a good supply out in the channels of product, but does that mean everyone's going to find one? Probably not."

Andler added, "It's hard to predict how the overall demand is going to go through the end of the year, but we were forecasting fairly aggressively that this is going to be a very popular line." He declined to make sales projections, but Reuters quotes Dataquest analysts as expecting Apple to sell at least a million of the new computers in the first year.

TINY MO POWERBOOK DRIVE DEBUTS

Fujitsu Computer Products of San Jose, California, has introduced the world's smallest magneto-optical (MO) storage drive for use in Apple Computer's PowerBook computers. Fujitsu's PowerBook DynaMO 230 is designed to store large quantities of data in a small space. The Removable rewritable drive features industry-standard 3.5-inch optical disks that allow users to transport data to other computers. The drive is designed for data-intensive applications such as multimedia presentations, spreadsheets and imaging files. The \$450 PowerBook DynaMO 230 stores up to 230MB of data per disk. The unit will also be available for other laptop and notebook computers.

"As the use of portable computers continues to increase and the size of applications and data files grows even faster, users need a solution that allows them to transport and use large data files when they are away from their desktop system," says Rich Jorgensen, Fujitsu's director of optical disk products. The PowerBook DynaMO 230 will be available as an option for PowerBook 190 and 5300 models later this year.

ALR ADDS HIGH-SPEED PENTIUM PCS

Advanced Logic Research Inc. has added two new high-end Pentium models to its Optima line. The Optima 5120 and 5133 models feature Intel 120MHz and 133MHz Pentium microprocessors, respectively. Standard features include a 256KB second level cache, 1MB of integrated PCI graphics, two 32-bit PCI and three 16-bit ISA expansion slots (one slot is shared) and a slimline chassis.

The \$2,559 Optima 5120 Model 1000B-16 includes 16MB RAM and a 1GB IDE hard disk. The \$3,099 Optima 5133 Model 1600CD-16 includes 16MB of RAM, a 1.6-GB hard disk and a four-speed IDE CD-ROM drive. Both models come with a two-button mouse and choice of Microsoft Windows 95 or DOS 6.22 and Windows for Workgroup 3.11.

"Adding the 120MHz and 133MHz Pentium processors make the ALR Optima a desktop powerhouse," says Genny Ortegon, the computer maker's vice president of marketing. Advanced Logic Research is based in Irvine, California.

HP CUTS NOTEBOOK PRICES

Hewlett-Packard Co. says it has cut prices up to 19 percent on its OmniBook 4000 and 600 notebook PCs. The 486-based HP OmniBook 4000 notebook PCs, which are designed to provide value-oriented customers with a choice of microprocessor speeds, color displays, hard disks and RAM configurations, now begin at an estimated street price of \$2,190. A typical OmniBook 4000 CT notebook PC with a 100MHz 486DX4 microprocessor and a 520MB hard disk, now has an estimated street price of \$3,510.

The ultra-compact 3.8-pound HP OmniBook 600 PCs now start at an estimated street price of \$2,080 for a 50MHz 486DX2 system with 4MB of RAM and a 170MB hard disk.

"As more MIS directors consider replacing significant numbers of desktop PCs with notebooks, aggressive pricing becomes critical," says Christopher Morgan, worldwide marketing manager of HP's mobile computing division. "From the ultraportable HP OmniBook 600 to our new Pentium-based HP OmniBook 5000 PCs, HP now offers a notebook PC for any user, at a price that will match or better any in the industry."

HP READIES NETWORKING WEB SITE

Hewlett-Packard Co. is planning to offer Network-- City, a new World Wide Web site that aims to offer users timely information on HP networking products and services.

Network--City is set to go online Aug. 31. Visitors will be able to reach the site at <http://www.hp.com/go/network--city>, or through HP's company-wide web site, Access HP, at <http://www.hp.com>.

According to HP, Network-- City will offer new product information, data sheets, white papers, application notes and contact information. Visitors will also have access to drivers and software upgrades, as well as answers to frequently asked questions.

HP notes that the site will offer Network--City Cafe, an area dedicated to contests, promotions, success stories, free demos and

shareware. A limited number of "hidden giveaways" and prizes also will be available to Network--City Cafe users.

"The World Wide Web gives us an opportunity to establish a direct, two-way relationship with our networking customers around the world," says Laura H. Neuman, marketing communications manager for HP's networks division.

CD SALES SOAR IN EARLY 1995

The Software Publishers Association (SPA) reports that CD software sales during the first three months of 1995 were \$249.6 million, a 186 percent increase over the \$87.3 million reported for the same period last year.

Unit sales in the quarter were 6.86 million, a 125 percent increase, says the Washington-based trade group. Windows sales dominated the CD landscape, taking a 69 percent share of total sales.

The SPA says OEM or "bundled" sales declined as a share of units shipped -- from 46 percent in the first three months in 1994 to 32 percent in the same period this year.

"This quarter's growth is quite strong, especially coming off a record fourth quarter in 1994," says Ken Wasch, the SPA's president. "The CD segment remains a very dynamic part of the software industry. We can see that CD software isn't just for kids anymore -- it includes business products like software suites, databases, accounting packages and sophisticated graphics programs. As more businesses realize the productivity gains possible from CD data access and storage, we expect to see this segment of market grow even further."

LOTUS REACHES MILESTONE

According to new research from International Data Corp., Lotus Development Corp. has sold a combined total of 10 million copies of Lotus cc:Mail and Lotus Notes, making the Cambridge, Massachusetts-based company the industry's largest supplier of integrated messaging and groupware products.

"The combined sales of cc:Mail and Lotus Notes make these products the dominant communications architecture of the 90's," says Scott McCready, director of workgroup computing research for the Boston-based market researcher.

"Communication, collaboration, and coordination among workers within decentralized organizations and across different companies is vital to business success," says Jim Manzi, an IBM senior vice president and CEO of Lotus Development. As a consequence, the value and the potential market for Lotus' groupware and messaging products is growing dramatically."

Lotus states that it has attracted more than 10,000 third party Lotus Business Partners, providing applications, education, add-on tools and consulting and integration services for Notes and cc:Mail. It also reports that more than 20,000 users, systems administrators, and application developers are trained on cc:Mail and Lotus Notes every month. Lotus Development is a subsidiary of IBM Corp.

STRATUS COMPUTER CUTS 500 JOBS

Five hundred employees, or 18 percent of the work force, are being cut at Stratus Computer Inc. in a move by the Marlboro, Mass., firm hopes will reduce costs in the face of sluggish sales and shrinking profit margins.

Writing in this morning's Wall Street Journal, reporter Audrey Choi said the maker of intermediate-range computers will take a one-time charge of \$20 million against third-quarter earnings, with \$12 million going toward severance payments and \$8 million for consolidating facilities. Stratus CEO Bill Foster told the paper the plan was necessary for the company's "long-term financial health," adding the downsizing will be completed by January.

Says Choi, "Stratus's specialty in fault-tolerant computers has been eroded by competitors offering systems that are nearly as reliable but cost less." Analyst William J. Milton Jr. at Brown Brothers Harriman & Co. told the paper, "The industry is shifting toward client-server computing using PCs and workstations, but Stratus doesn't make any of those lower-end products. They don't make anything that sells for less than \$50,000, and it's the machines under \$15,000 where all the action is."

MICROSOFT DENIES SPANISH VIRUS

Microsoft Corp. dismisses the reports, but a Spanish computer virus expert says a new rogue program has been designed to attack Microsoft's new Windows 95 operating system in Spain next week. In Madrid, Carlos Jimenez, who designed one of the first "vaccines" against the "Friday the 13th" virus several years ago, said the new program, called the "win-virus," had been programmed to go into operation on Sept. 5, the first day Win95 is to be sold in Spain.

Jimenez told the French Agence France-Press International News Service the "win-virus" had been detected only in Spain. "But a Microsoft spokesman in Spain pooh-poohed the existence of such a virus," AFP said, adding Microsoft hopes to sell about 300,000 Windows 95 units in that country in the next 12 months.

'PRANK MACRO' STRIKES MS WORD

Loath to call it a virus, Microsoft Corp. says a "prank macro" that is annoying but mostly harmless has infected its popular Word word-processing software.

In a statement from Microsoft's Redmond, Washington, headquarters, Michael Hebert, group product manager for office applications, says the rogue macro (a group of computer commands that can be performed by hitting only one or two keys) "seems to be becoming relatively widespread" in documents produced with Word.

The Associated Press says the offending macro "causes a dialog box to appear on a computer screen while the computer is running Word. The box reads 'No. 1' and has a button marked 'OK.' The macro also prevents documents from being stored in any form but a template, a setup within Word for often-used documents."

Hebert told the wire service it's not known where the macro originated, but that it spreads easily by people sharing electronic documents by disk or email.

Microsoft has created a program to search for the macro, clean it out of the word processor and prevent similar macros from being installed. The program is available on Microsoft's web site on the Internet and through most commercial online services. It may also be included in future versions of Word and Microsoft Office, Hebert said. In CompuServe's Microsoft Word Forum (GO MSWORD), Kevin Shaughnessy of Microsoft product support services has been fielding users' questions about the situation. Those interested should see the thread of messages that begins with his message number 287904 ("Alert! Prank Macros") on the forum's bulletin board.

Meanwhile, the Reuter News Service says the prank macro, dubbed "Word Concept," is relatively benign, but "could make it difficult to create or copy files." Hebert told Reuters, "It doesn't cause any system corruption or data loss. Pretty much it's just an annoyance."

Still, says Reuters, the macro "has raised concerns among computer security experts because it is the first known case of an infection spreading through simple data files such as a Word document, which makes it immune to viral detection programs."

Hebert acknowledged, "It's definitely a clever thing to do." By contrast, computer viruses usually spread through programs that contain tainted executable files that can be weeded out by anti-virus utility devices. Reuters says the troublesome Word macro was first detected about a month ago and affects both Windows and Macintosh versions of the program.

Also, The Wall Street Journal this morning, characterizing the rogue programming as "a unusual computer virus," noted the National Computer Security Association of Carlisle, Pa., has posted an alert about the incident on the Internet.

FRANKIE'S CORNER STR Feature

BIT-BOT'S MATH VOYAGE

available separately on floppy and CD-ROM for Windows and Mac
ages 5 to 8
suggested retail \$39.95
from Sanctuary Woods
1825 South Grant St.
San Mateo, CA 94402
415-286-6100

Program Requirements

	IBM		Macintosh
CPU:	386SX	CPU:	MacPlus or higher
RAM:	4 megs	RAM:	4 megs
OS:	Windows 3.1	OS:	System 6.0.7

Video:	SVGA	Video:	256 colors
Hdisk:	2 megs for CD-ROM version	Hdisk:	?
CD-ROM:	Double-speed recommended	CD-ROM:	Double-speed rec.
Misc.:	Sound card, mouse		

The Kids' Computing Corner

by Frank Sereno

Bit-Bot is a cute and friendly robot who travels about the seas in a submarine. Bit-Bot's Math Voyage is a fun and entertaining journey to math knowledge. Enchanting graphics combined with enjoyable games encourage children to travel often to Bit-Bot's undersea world of discovery. Bit-Bot covers fifteen math concepts with four levels of difficulty.

The main screen is the bridge of Bit-Bot's submarine. Different objects are the keys for starting eight learning games. The child's goal is to solve math problems to collect fish and treasures to display in his aquarium. Besides the fish and treasures, he can customize his aquarium with different backgrounds and scenes. He can feed his fish and measure them. A television featuring QuickTime movies is included. A counting game is available in which the child uses a paddle to bounce a fish across the screen.

Bubble Blaster teaches addition, subtraction and multiplication. Players must find the answer to an equation from the bubbles floating from the sea bottom to the surface. Collect fish for answering enough problems correctly. Answer three questions correctly, and the player then gets to collect coins as they fall to the ocean floor. This money can be used to buy items at the Fish Store.

The Fish Store teaches children about coins and their value. To purchase items, they must place an adequate number of coins into the proper value slots. Children will soon learn to collect quarters and dimes rather than pennies so they can buy more goodies for their aquarium.

Dolphin School is available for Level 3 and 4 players. Level 3 involves learning the multiplication tables for one through five while on Level 4 the tables are studied for six through ten. A series of ten desks with equations are displayed. Dolphins holding numbers will swim into the scene. Those dolphins displaying correct answers must be clicked and dragged to the desk displaying the matching desk.

Telling time is learned from the Captain's Clock. On Level 1, children watch the clock hands move and observe the scene outside the porthole changing to correspond to the clock. On Level 2, children must move the hour hand to match a time requested by Bit-Bot. Level 3 players can distinguish between a.m. and p.m. on the clock by observing the conditions in the porthole. Level 4 adds to the challenge by requiring children to understand common time phrases such as "half-past" and "quarter after."

The Sunken Treasure game teaches children the importance of following directions and reading a map. Children can learn to count backwards by watching the numbers tick down as they approach a target. To keep the game from being too boring (because I find submarine travel to be tedious), children must shoot randomly occurring mines during the trip.

Number and shape identification along with pattern recognition is the objective of Shape Shooter. The player must shoot a limited number of

darts at targets which move vertically. Shots must be properly timed to hit the target while it is above the water's surface. Higher levels will show a series of objects with some missing. The player must discern what object is next in the pattern and then shoot it. These patterns include shapes and numbers.

Fish Calculator is a functional calculator and a counting game. Fish are represented pictorially. Any seven-digit number can be used on the calculator. If a problem is entered which has an answer requiring more digits, a graphic will be shown that reads "Not enough fish in this sea!" Pressing the question mark button starts the counting game. The child counts the fish on the screen and earns aquarium fish with correct answers.

Children learn about inequalities, addition and subtraction in Oyster Park. This activity is for Levels 1 and 2 only. Two sets of oysters are shown on the ends of an anchor. Children must add or subtract oysters to balance each side of the anchor. On Level 1, the oysters will also be represented by a statement of greater than or less than such as $8 < 9$. On Level 2, the child will be shown a math equation representing his actions to balance the scale such as $8 - 2 = 6$.

Seal Beach teaches counting and place value. Children must duplicate a number by shooting beach balls onto the noses of seals representing place values. Higher levels use larger numbers up to six digits.

Bit-Bot's Math Voyage features beautifully rendered 3D graphics. Objects are very colorful and detailed. Some animations are a bit jerky, but these are acceptable. The sound portion of the program is quite good. Digitized sound effects are used throughout the program. The music is pleasing and varied in styles and rhythms.

The interface is point and click. A menu bar at the top of the screen allows the player to change game levels, sound levels and to get text help. This menu bar can be hidden from younger players. Bit-Bot explains each activity before play begins. Negative feedback for incorrect answers is very understated. The program could benefit from a larger variety of positive feedback statements for correct responses. The user manual is extremely brief but it does include a few technical troubleshooting tips. Extensive help is available free of charge from Sanctuary Woods technical support line.

Math Voyage presents children with many fun challenges which include increasing difficulty levels that should keep them entertained for many submarine trips. The reward screen for successfully obtaining twenty fish for the aquarium was a bit anti-climactic.

Sanctuary Woods claims this title has twice the content of competing title. I cannot verify that claim but educational content does seem quite good for the intended age range of users.

Bit-Bot's Math Voyage should have a street price around \$30. The four levels of difficulty will allow children to use this product for several years. The program is backed by a 30-Day money-back guarantee and is also eligible for Sanctuary Woods' "Buy One, Give One Free" program. Give the included form and a copy of your sales receipt to your local school and they can get a copy for a small shipping and handling fee.

Graphics	9.0
Sounds	9.0
Interface	8.0
Play Value	8.0
Educational Value ..	8.5
Bang for the Buck ..	8.5
Average	8.5

Press Release

Activision Launches Forum on the Microsoft Network

Showing strong support for the new Microsoft Network, Activision launched a forum on August 24 that offers on-line users a number of services.

The Activision forum will include a chat area that provides on-line technical support and up-to-the-minute information on new games; a BBS area where public messages may be posted and answered within 24 hours; a preview area that allows users to download sneak-peek materials such as screen shots and demos; and a file library where subscribers can download upgrades for games. Additionally, hints and sales will enable MSN users to have access to all Activision products.

"The Microsoft Network will open up the world of electronic information and communication to Windows 95 users -- some of whom may never have explored the resources available through this rapidly expanding technology," commented Bobby Kotick, CEO and Chairman, Activision. "We are pleased to be one of the first game companies providing content to this new service."

Speaking of Activision, MechWarrior II is one of the hottest games of the summer. I've spent a few hours playing this game and it is really fantastic. The game really draws you into its world and suspends your belief in reality. I must say that the sarcastic wit of the instructor would be suitable in the military of any era. This is a very challenging game and the only complaints I've heard are that the game requires immense system resources and that there aren't enough missions.

Press Release

T/Maker Introduces World's Easiest Software Line A Brand New Line of Software That Makes Creating Customized Products As Easy As Using a Push-Button Appliance

T/Maker announces the release of World's Easiest Software, a brand new category of software that finally takes personal computers to the promised level of ease and productivity that was envisioned when PCs were first introduced over a decade ago. World's Easiest Software gives all PC users, regardless of their artistic or computer skill, the ability to design, create and professionally print letterhead, stationery, business cards, Post-It Brand notes, rubber stamps, invitations, and other items right from their computer. World's Easiest is the only software program available that offers push-button ease and simplicity as well as giving users the choice of using their printer or using professional backend printing in creating printed paper products.

UNLIKE ANY OTHER DESKTOP PUBLISHING SOFTWARE

Only a minority of PC users feel confident enough to use their PCs to actually design a business card, invitation, etc. Current desktop publishing software may give power and flexibility to people who already have creative, artistic skills-but what about the rest of us? And, even if creative customers are able to wrestle a nice design out of the computers, would they then know how to get the design professionally

printed? World's Easiest addresses both of these issues by providing a simple, push button interface combined with a unique electronic link to a professional print center.

DELIVERING THE ECSTASY WITHOUT THE AGONY

With World's Easiest, even someone with no artistic skill can make great looking designs because the software literally designs for you. All you have to do is type in your information and World's Easiest automatically formats it into dozens of terrific layouts. Simply choose one, and you're done! Then, World's Easiest lets you customize your layout further with fonts, colors and clip-art, just by pushing a few buttons. World's Easiest provides the fun and satisfaction, or "ecstasy" of creation process without the "agony" of facing a blank screen or the pain and expense of complex desktop publishing software.

"We're providing a complete design and printing solution for any consumer who wants great results," commented Royal Philip Farros, Vice President of T/Maker Company and engineer of the World's Easiest design. "Our obvious emphasis is on ease-of-use. Many consumers still have difficulty using today's personal computers. Making World's Easiest as easy to use as a push-button appliance, yet powerful enough to handle sophisticated business design was our most important goal."

PRINTING ON THE DESKTOP OR ONE OF THE NATION'S LARGEST PRINTERS

A tremendous advantage of using the World's Easiest Software is that users can print items from their own printer or send their orders to Deluxe Corporation, one of the nation's largest printing facilities, right from their desktop. Consumers get professional results without spending a lot of time or money.

The customer now can order, from the desktop computer, professionally printed paper items as well as manufactured items like Post-it Notes or rubber stamps. The customer can send the design to the World's Easiest Print Center via modem or disk, and will receive professionally printed items back in the mail a few days later. By utilizing this unique feature, the World's Easiest customer now has access to high quality papers, raised and colored inks, volume pricing and professional quality printing, without leaving the computer! This seamless integration to professional printing from the consumer desktop is not found in any other consumer software product today.

WORLD'S EASIEST PRINT CENTER-THE "DELUXE" OPTION

The World's Easiest Print Center was created by Deluxe, the nation's largest custom printed products company. Over the past 80 years Deluxe has built its reputation as the nation's largest check printer. Now, Deluxe has become one of the dominant direct marketers of customized products in the world. Deluxe handles nearly 3 billion unique orders and electronic transactions per year. And its check business delivers over 95 percent of its orders in two days and at an accuracy rate of more than 99 percent, consistently earning Deluxe a spot in the top 100 U.S. service companies. The World's Easiest Print Center is one of several new Electronic Direct services offered by Deluxe.

VARIETY OF FONTS, ART AND PAPER TO CHOOSE FROM

World's Easiest products also include a full range of special designer fonts, a large quantity of professional logos and decorative art from

T/Maker's ClickArt collection, and a sample of pre-cut paper for business cards, invitations or certificates by PaperDirect, Deluxe's laser paper subsidiary. Electronic Direct Service allows customers to choose professional printed product designs, customize those designs to suit their needs and transfer their designed products to Deluxe electronically.

VALUE PRICING ON BOTH SOFTWARE AND PRINTING

For individual product needs, World's Easiest modules will retail for \$14.95, making them the lowest cost professional document-making solution available. Combo-packs of popular items for Business or Home use will cost \$34.95. World's Easiest is available on Windows personal computers, is compatible with Windows '95 and can be found in all major software outlets. World's Easiest Print Center also provides low cost printing, for example, Business Cards start as low as \$19.95 for 500 professionally printed cards.

T/Maker provides content software for consumer and business markets. Its products include the entire World's Easiest line, ClickArt, electronic graphic images, and VroomBooks, animated CD-ROM storybooks for kids. T/Maker distributes its products through all major channels, including mass merchants, warehouse clubs, direct to consumer, superstores, and traditional resellers. Consumers should call toll-free (800)730-EASY for product information.

Final Ramblings

The quote about submarine travel being tedium was borrowed from one of my favorite movies, "The President's Analyst."

#

I'm old enough to remember when the Christmas shopping season started on the Friday following Thanksgiving. Gradually it moved back until it started right after Halloween. The last few years, my wife and I have done our Christmas shopping during the second week of October when a regional chain of stores holds its Christmas toy sale. Last weekend, before schools opened locally, the neighborhood Wal-Mart began setting up its Christmas displays. This was a full week after area Sam's Clubs put their Christmas wares on sale. I wonder if in a few more years that the Christmas displays won't go up as soon as the July 4th fireworks fade from sight!

#

The last of the summer holidays is upon us. Labor Day has arrived again.

This is usually the last day for outdoor public pools to be open in the northern parts of U.S. It's time for that last big barbecue. And it's time to reflect on the fact that all work and no play can make Johnny a crazed psycho. My thanks go out to the generations of American workers who fought and struggled to make our lives easier with the 40-hour work-week, paid holidays and benefits. The union movement may be dwindling, but most all of us have benefitted from the sweat and toil of the organizers.

#

I received one of those annoying get-rich-quick chain letters in the mail today. It came from a stranger in Minnesota and it was the infamous Dave Rhodes letter that is continually being posted on FidoNET and Usenet. The person who posts it is often flamed eternally on a spit above an open-fire.

What it amounts to is you get a letter which has a number of names at the bottom to whom you are to send \$1 each. Then you are to make 100 copies of the letter, remove the name from the top and place your name in the bottom position. Then you are to mail it out after purchasing 100 names and labels from a company in Florida. That is where the real money is since they are making \$13 on each order while everyone else gets a buck.

Supposedly this is all legal according to Title 18, Section 1302, U.S. Postal Lottery and Regulations. Whether it is or not, I do not know. Seems to me that it shouldn't be since the letter is not a contest. The letter says it is legal because people are paying to become part of the mailing list and that you are in the mail order business. Funny how most people spend time and money to get OFF mailing lists. I think this sort of thing preys on gullible people. The whole deal reminds me of envelope-stuffing scams. But please remember that these are not legal opinions, but my personal ones. Just beware if you get a letter or see a post mentioning Dave Rhodes.

And once again I thank you for reading!

COREL SIX SHIPS! STR InfoFile

CorelDRAW 6 Graphics Suite In Stores Now

Ottawa, Canada --August 24, 1995-- The CorelDRAW 6 graphics suite for Windows 95 is flooding stores worldwide as Corel embarks on a North American Roadshow presenting the graphics suite to audiences in 28 cities.

Designed for Microsoft Windows 95, CorelDRAW 6 is a 32-bit graphics package that includes five fully-featured applications for illustration, photo-editing and painting, business and multimedia presentations, 3D rendering and animation. It carries a suggested list price of \$695 US for the CD-ROM version. CorelDRAW 5 users may upgrade for \$249 US while CorelDRAW 3 and 4 users may upgrade for \$425 US. Approximately 10 localized versions are planned for release at a later date.

"The CorelDRAW 6 graphics suite represents an incredible value and is far beyond being merely a re-write of 16-bit applications. It's a well integrated suite of native 32-bit applications designed for Windows 95 with hosts of new features and exciting 3D and animation capabilities,"

said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "To ensure a very robust release, we have doubled our testing resources to bring CorelDRAW 6 to an excellent level of quality."

Corel continues to market its existing 16-bit versions, CorelDRAW 3, 4 and 5, and is committed to supporting these products running under Windows 95.

Feedback from the early stages of the Roadshow has been positive with comments such as:

"DREAM 3D looks great", "I'm impressed by your creativity and innovation!", "I can't wait to purchase CorelDRAW 6", "excellent 3D imaging", "Anxious for program--looks great!", "versatile, well-rounded design product", "Fab!" and "looks well worth the upgrade."

More than 21,000 people have committed to attending the CorelDRAW 6 Roadshow to date. To check for the nearest Roadshow location please dial 1-613-728-0826 ext.85095.

For complete product details, please call 1-613-728-0826 ext.3080 and request document #3005.

Corel has several online sites where additional information about CorelDRAW 6 and other Corel products is available:

Corel's Home Page: An Internet World Wide Web site with product and technical information. Customers may access Corel's site at <http://www.corel.com>.

Microsoft Network (MSN): Live as of August 24, 1995. Type GO Corel to access Corel's event page on MSN.

CompuServe Information Services: CompuServe(subscribers can access the Corel Customer Service Library by typing GO COREL.
CorelNET(: The CorelNET Web site provides a wide range of support and information services for using Corel products, with a focus on CorelDRAW. Moderated discussion areas are devoted to both Windows 3.1 and Windows 95 versions of CorelDRAW. Among other discussion areas are those devoted to the author-in-residence, user groups and new feature suggestions. CorelNET also hosts the Discuss-Draw mailing list (send email to discuss-draw-sub@discuss.corelnet.com to subscribe), as well as live online discussion events. Winners from the recent Corel World Design Contest can be viewed online and CorelNET itself hosts an ongoing Corel PHOTO-PAINT contest. A variety of Corel corporate and product information is also available. CorelNET can be reached on the Internet at <http://www.corelnet.com>.

Corel Customer Newsletter: A monthly customer newsletter that details new product releases, pricing announcements and special offers by Arlen Bartsch, Corel's director of sales and marketing. This newsletter is available by email by sending mail to customernews-sub@discuss.corelnet.com.

Corel Corporation

Incorporated in 1985, Corel Corporation is recognized internationally as an award-winning developer and marketer of PC graphics and multimedia software. CorelDRAW(, Corel's industry-leading graphics software, is available in over 17 languages and has won over 215 international awards from major trade publications. Corel ships its products through a network

of more than 160 distributors in 60 countries worldwide and has an online presence on the Internet at <http://www.corel.com>. Corel is traded on the Toronto Stock Exchange (symbol: COS) and the NASDAQ--National Market System (symbol: COSFF).

All company or product names are trademarks or registered trademarks of their respective companies. Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries. CorelDRAW and other Corel marks are trademarks of Corel Corporation. Corel is a registered trademark of Corel Corporation..

Creative Labs NewsWire STR InfoFile

Creative Announces Sound Blaster AWE32 PnP

Next Generation Sound Blaster Audio Card Is Fully Windows 95 and Plug and Play Compatible

SINGAPORE -- August 23, 1995 -- As part of its new entertainment platform and migration strategy for Windows. 95, Creative Technology Ltd. (Nasdaq:CREAF) today introduced Sound Blaster AWE32 PnP. This next generation wave-table synthesis card is the first product in a series of industry standard Sound Blaster audio cards to include Plug and Play capabilities and full compatibility with Microsoft. Corp.'s Windows 95. In conjunction with Windows 95, Creative's series of Sound Blaster PnP audio cards will provide PC users -- including high end gamers and multimedia enthusiasts -- with a smooth and transparent transition to this new operating system. Sound Blaster AWE32 PnP will be available in early September for a projected street price of \$249.99.

"The announcement of Sound Blaster AWE32 PnP is a significant step towards aligning the standard in next generation PC audio, Sound Blaster AWE32, and the promises of Windows 95 as a PC gaming operating system," said Arnold Waldstein, vice president of US software and product marketing for Creative Labs, Inc., Creative Technology's U.S. subsidiary. "By announcing a completely Plug and Play compatible version of our top of the line AWE32 audio card at the Windows 95 launch, we are working with Microsoft to market a coherent solution to PC gaming consumers."

Features of Sound Blaster AWE32 PnP

Using the EMU8000 digital signal processor from E-mu Systems, Creative's U.S. subsidiary, the Sound Blaster AWE32 PnP card delivers professional quality audio and features:

- * Creative's Advanced Wave Effects wave-table synthesis for hundreds of real instrument sounds and effects
- * Full Windows 95 and Plug-and-Play support
- * Creative 3D Spatialized Audio for true 3D audio in multimedia applications that support 3D technology
- * Creative 3D Stereo Enhancement Technology for a clearer, more spacious sound
- * Support for ATAPI-compliant IDE CD-ROM drives
- * Software and drivers for MS-DOS/Windows 3.1 and Windows 95-based systems
- * E-mu Systems' Sound Font technology that allows new instruments and sounds to be added to the card

"Sound Blaster AWE32 PnP is the perfect solution for high-end gamers and multimedia enthusiasts who want the ultimate in PC audio," said Scott Taylor, audio product marketing manager for Creative Labs, Inc. "This card is a perfect example of Creative's commitment to bringing high performance, easy-to-use products to the mass market while providing the assurance of quality offered by the most trusted brand name in multimedia. Moving forward, Creative plans to further this goal by incorporating Plug and Play capabilities and support for Windows 95 into all of its audio cards."

Creative Announces A Complete Entertainment Platform For Windows 95

SINGAPORE -- August 23, 1995 -- Creative Technology Ltd. (Nasdaq: CREAM) today introduced a comprehensive new entertainment platform that supports Windows 95 with Plug-and-Play capabilities and gives users an immersive, 3D gaming experience. This entertainment platform combines three components of the Blaster family of technologies including: Creative's 3D audio, 3D graphics and high performance communications. Creative's new 3D Blaster 3D gaming card, Sound Blaster AWE32 PnP wave-table synthesis card and Creative's 28.8, V.34 Digital Simultaneous Voice and Data (DSVD) modem technology provide users with the optimum environment for interactive game play.

"Creative and Microsoft Corp. have strongly supported the goal of expanding the capabilities of the PC, evolving it into a highly sophisticated game machine," said W.H. Sim, Creative Technology's chairman and CEO. "With our Windows 95-compatible entertainment platform, users can experience next generation gaming under the Blaster brand name by simultaneously playing 3D graphics and wave-table ready games, head-to-head, with online opponents in real-time. We believe that this entertainment platform will provide an entirely new dimension to the multimedia experience."

Features of Creative's Entertainment Platform

3D Blaster

Creative's 3D Blaster card is a PC gaming add-in with a 3D graphics accelerator and a 2D accelerator for Windows. It includes the following:

- * 2 megabytes of memory
- * Creative True Texture perspective correct texture mapping

- * Complete Plug-and-Play support
- * Full compatibility with MS-DOS./Windows 3.1 and Windows 95
- * Support for a variety of popular games and applications
- * 3D Blaster specific retail versions of software titles including EA/Bullfrog's Magic Carpet Plus, Mindscape's Cyberspeed and Azreal's Tear, Papyrus' NASCAR, PF Magic's Ballz Out! and Looking Glass Technologies' Flight Unlimited.

Sound Blaster AWE32 PnP

Using the EMU8000 digital signal processor from E-mu Systems, Creative's U.S. subsidiary, the Sound Blaster AWE32 PnP card delivers professional quality audio and features:

- * Creative's Advanced Wave Effects wave-table synthesis for hundreds of real instrument sounds and effects
- * Full Windows 95 and Plug-and-Play support
- * Creative 3D Spatialized Audio for true 3D audio in multimedia applications that support 3D technology
- * Creative 3D Stereo Enhancement Technology for a clearer, more spacious sound
- * Support for ATAPI-compliant IDE CD-ROM drives
- * Software and drivers for MS-DOS/Windows 3.1 and Windows 95-based systems
- * E-mu Systems' SoundFont technology that allows new instruments and sounds to be added to the card

Creative's 28.8, V.34 DSVD modem technology

Creative's advanced modem technology gives users:

- * 28.8K bits per second high speed performance
- * DSVD -- Digital Simultaneous Voice and Data
- * Collaborative computing capabilities, allowing users to simultaneously converse while playing modem-to-modem games or sharing applications
- * High Speed access to the Internet as well as today's hottest online games and services
- * Data, fax and voice messaging capabilities
- * Full Windows 95 and Plug-and-Play support

"Creative's entertainment platform is designed to leverage a range of advanced Windows API's including, Reality Lab, DirectDraw, Direct 3D and Direct Sound. The combination of Creative's hardware and Windows 95 will open up a new high-end entertainment platform to a whole new market of computer users," said Paul Osborne, director of multimedia technology at Microsoft Corp. "We expect Windows 95 to become the premier personal computer games and multimedia platform. We've been impressed with Creative's innovative work in the area of enabling technologies and greatly appreciate their support of the Windows platform."

Microsoft is one of many software companies that have expressed support for 3D Blaster. These include prominent game developers like EA/Bullfrog, Mindscape, Looking Glass, Fenris Wolf, PF Magic, and Papyrus, all of whom are now writing games supporting 3D Blaster. Over 20 games supporting 3D Blaster are now in the process of development and Creative believes that they will be completed by Christmas. In addition, over 200 other developers have also expressed strong interest in developing games for 3D Blaster, and are expected to write for it in the future. Virtually all of these other developers have sample 3D Blaster hardware and most have

participated in or signed up for one of Creative's two-day developer conferences, the first of which recently concluded in San Francisco.

Creative Technology Ltd. develops, manufactures and markets a family of sound, video, software telephony multimedia products for PCs under the Blaster family name, and the ShareVision line of desktop video conferencing products for Macintoshes and PCs. The company's Sound Blaster sound platform enables PCs to produce high-quality audio for entertainment, educational, music and productivity applications, and has been accepted as the industry standard sound platform for PC-based software.

CONTACT INFORMATION

Theresa Pulido	Lisa Kimura
Creative Labs, Inc.	Copithorne & Bellows
(408) 428-6600, ext. 6416	(415) 284-5200

Creative Technology Ltd. was incorporated in 1983 and is based in Singapore. Creative Technology's U.S. subsidiaries include Creative Labs, Inc., E-mu Systems, Inc., Digicom Systems, Inc. and ShareVision Technology, Inc. Creative also has other subsidiaries in Australia, China, Europe, Japan, Malaysia, Singapore, South Korea and Taiwan. The company's stock is traded on Nasdaq under the symbol CREAF and on the Stock Exchange of Singapore.

Sound Blaster is a registered trademark and AWE32, Advanced Wave Effects and Blaster are trademarks of Creative Technology Ltd. E-mu is a registered trademark and Sound Font is a trademark of E-mu Systems, Inc. and ShareVision is a registered trademark of ShareVision Technology, Inc. Microsoft, Windows and MS-DOS are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries. All other products mentioned herein are trademarks of their respective owners and are hereby recognized as such.

DELRINA UPDATES STR InfoFile

SAN JOSE, CA. and TORONTO, ONTARIO--Thursday, August 24, 1995--Delrina

Corporation (NASDAQ:DENAF, TSE:DC), the leading supplier of PC communications software for Windows, today announced demonstrations of its WinFax PRO 7.0, TalkWorks Telephony Option for WinFax, WinComm PRO 7.0, Cyberjack 7.0, and CommSuite 95 communications products at today's launch events for Microsoft<R> Windows<tm> 95 operating system in Redmond, Philadelphia, Atlanta, Chicago, and Boston.

Delrina's Windows 95 products are also featured electronically with complete descriptions on the Internet at Microsoft's Web Site at www.microsoft.com and Delrina's Web Site at www.delrina.com where Delrina presents its "Big Top" home page for Windows 95.

Delrina will demonstrate pre-release versions of its Windows 95 products which are designed to attract the non-technical mass market to computer-based communications, while providing all the "power" features for more advanced users. All of the applications are true 32-bit, multi-tasking and multi-threaded programs that deliver faster, more reliable background communications, even while running other computer-intensive applications.

In addition, the new products maximize the use of the powerful elements under Windows 95, supporting OLE 2.0, MAPI, TAPI and Unimodem.

"Our Windows 95 products build on our PC Communications At Your Command vision to deliver integrated, intelligent solutions for fax, voice messaging, telephony, the Internet, data, e-mail, and paging," said Mark Skapinker, president of Delrina. "We see PC communications as the ability to deal with all kinds of communications activities in a smart way. It's more than just dealing with discrete activities like sending a message by fax, by e-mail or to a pager, connecting to a mainframe computer from home, accessing information through the Internet, or having the computer answer the phone. It's about doing all these activities, but in an integrated manner. And having the computer do things for you."

"Our products have been designed to seamlessly integrate into and take advantage of Windows 95," said Marc Camm, general manager, Desktop Communications at Delrina. "We will demonstrate how our communications products go beyond the standard functionality found in Windows 95 to use all the power of the PC in communicating, without making the process difficult or compromising."

WinFax PRO 7.0, WinComm PRO 7.0, Cyberjack 7.0 and CommSuite 95 will be available in Q4 1995.

Delrina Corporation designs, develops, markets and supports innovative PC software products and services in the fax, data and voice communications, electronic forms and consumer software markets. Founded in 1988, the company is recognized as the world leader in PC fax and electronic forms software. Delrina recently announced a definitive agreement to merge with Symantec Corporation (NASDAQ:SYMC). For sales information contact 1-800-268-6082.

Press Contact:

Josef Zankowicz, Delrina Corporation 416-441-4658
Internet: josefz@delrina.com

LINUX STR FOCUS!

LINUX LINE

by Scott Dowdle [dowdle@mcn.net]

Well, I'm finally back. I've been a busy puppy since the last time I was able to contribute a column here to STR! Before I actually sat down to type this Linux Line installment in, I was hard pressed to think of a topic. I mean, I've learned so much over the past few weeks. I just don't know where to begin. :) Concerning the last installment of this column, I wish the editor-in-chief of STR (Ralph Mariano) could have included the credits for Linux that were mentioned at the end of the column... but at least they are available upon request. There are approximately 130 individuals who have, in some way, contributed to the birth, growth and development of the Linux OS.

As the world was made aware, and continues to be made aware thanks to a \$200 million advertising campaign, Microsoft released Windows 95 on Thursday, August 24th. I can't tell you how much I've been dreading it's release. Why? Well, given all of the hype and hoopla over Windows 95, I knew that it would detract from those who might be interested in giving Linux, a freely distributable Unix flavor, a try. The general public, thanks to television advertising... even if they are computer illiterate, pretty much assumes that if one has a personal computer, that it must run Windows 95... or perhaps, that the only alternative is an Apple computer model running the MacOS. That simply isn't true. Now, I don't want to sound like I'm drunk on the wine of soured grapes or anything, but I would like Linux to be taken seriously for what it is --- a professional quality flavor of Unix that'll turn a personal computer into a powerful, multitasking, multiuser workstation with Internet Server/Client connectivity.

WHAT CAN ONE DO WITH LINUX?

Almost anything really.

When you walk into a software store, what do you see? Shelves of computer software for Microsoft DOS, Windows, and perhaps a shelf for the Apple Macintosh. Ok, then... where does one get Linux or Unix software? What software is available for Linux anyway? Those questions are always on the top of the list when I tell someone about Linux, so I'd like to take the time to provide a few answers.

Let it be known that the birth place of Linux is the Internet: The Internet is THE source for all Linux software, although as I've mentioned in previous columns, commercial vendors have done the non-connected community a great service by providing distributions of Linux on low cost CD-ROMs. A distribution set is nothing more than a collection of packages or a collection of software. The most popular Linux distribution is called Slackware Linux. The reason why Slackware is so popular is because Patrick Volkerding, the "author" of the Slackware distribution, has put forth a grand effort to gather up all of the software packages that he sees as worthy. After collecting literally hundreds of software packages, Patrick wrote an installation and configuration program that will install the basic Linux system and then allow the user to install whatever packages they want to use from the vast collection of software included.

CD-ROM based distributions are the most common method of Linux distribution these days, and the authors of the various Linux Distributions support not only installation from CD-ROM, but partial installations as well. Partial installations are where only the bare necessities are installed on the user's hard disk, and the rest of the software is runnable directly from CD-ROM.

What are all of these hundreds of software packages I've mentioned and where do they come from? Well, there is a software package to do just about anything one would want to do on a personal computer... except perhaps for a full-blown word processor... although there are a few in the works. Spreadsheets cloning Lotus 1-2-3, databases that are compatible with dbase, etc. Most of this free software comes from college projects around the world, individuals who primarily write software for their own use and enjoyment, commercial vendors who respect Linux and make their Unixwares available for Linux, and of course the Free Software Foundation. In almost every case, the complete source code for every package is included or available. This is a radically different concept than that of walking into a software store and browsing the shelf of commercial software. Commercial software is available for Linux but the bulk of software of Linux is either to be found on CD-ROM Linux Distributions, CD-ROM software collections, or on a site somewhere on the Internet.

Who am I and what have I been doing with Linux?

I'm glad you asked. <g> I'm Scott Dowdle and I live in Great Falls, Montana. I'm NOT some computer science college student, nor do I have a professional background in computers. In reality, I'm just a home computer user who started out with an Atari 600XL back in 1983. I'm a simple grocery store stockperson who has a wife and a three year old son who suffers from Chronic Renal Failure. In other words, I'm not computer genius and I have no background in the Unix operating system. I've been using Linux for about six months now.

Recently I've been blessed by some "real" Internet Service Providers (ISP) coming into the relatively small community of Great Falls... and have acquired a \$25 per month unlimited Internet access account with a PPP network connection via a 28.8bps modem connection. If that last sentence sounds like gibberish to you, let me rephrase that by saying, when it comes to Internet access, I'm now a pretty happy camper. :)

Anyways... I've had the desire and the possibility to get networking up

and going under Linux... and I've had it up for a little over a week now. I'm running both client and server applications which means that while my computer is connected to my ISP, my machine is a site on the Internet... well, sort of. While I'm connected, people can login to my machine with the Internet telnet command, and they can also transfer files to and from my system using File Transfer Protocol (ftp). I've had the opportunity to participate in some Internet Relay Chat (irc) conferences with other Linux users around the world via the #linpeople channel on the us.undernet.org IRC server site. This past week I've spent hours upon hours in IRC learning from some of the Linux gurus who participate in the #linpeople channel. Folks like FRiC, lilo, maxit, and others. Those might sound like weird handles but those folks are tops when it comes to friendly help. Most people who participate in the #linpeople say that it's much more friendly and helpful than reading documentation... and besides we enjoy joking around too! :) If any readers have access to the Internet and IRC, please feel free to join in by connecting to us.undernet.org and joining the #linpeople channel... which is basically going 24 hours a day.

My plans for the next column are to go over a very popular software title called Emacs. Emacs comes in several flavors but it originates from the Free Software Foundation and it's generally thought of as a "text editor" but believe me it's much more than that. Ummmmmm, I guess I'll quit talking about Emacs to save something for next month.

Besides the Emacs coverage, I PROMISE to include some resources information... on where anyone interested can get a copy of a Linux distribution, whether it be from a commercial vendor on CD-ROM or ftp'ed from a site on the internet, as well as some helpful sites and WWW homepages on the Internet... but in the meantime, please drop me a note with any comments of questions you might have at my email address: dowdle@mcn.net.

See you next time!
Scott Dowdle

HAYES NEWS UPDATES!STR InfoFile

HAYES ANNOUNCES ACCURA 288 V.34 + FAX FOR THE MAC

First Low-Cost V.34 Hayes Modem for Macintosh Users

ATLANTA, GA, Summer 1995 -- Hayes Microcomputer Products, Inc. today announced Hayes ACCURA 28800 V.34 + FAX for the Mac modem with ITU-T V.34 capabilities. ACCURA 288 V.34 + FAX for the Mac, Hayes fastest, low-cost Macintosh modem for personal and home office use, is now shipping in the United States and Canada for US\$279 and CDN\$379.

"ACCURA 288 for the Mac is a low-cost solution for Macintosh users who need to send large files and connect at high speeds to the many

online services and bulletin boards around the country," said Bob Meara, Product Manager - Consumer Products.

ACCURA 288 V.34 + FAX for the Mac Advantages:

Features	Benefits
o Speed	Up to 115.2 kbit/s - More than one half a megabyte a minute
o Compatibility	ITU-T V.34 modems; other installed Macintosh modems; Hayes Standard AT Command Set; Fax Machines
o Advanced Line Probing	Modem will automatically renegotiate to the highest possible and Renegotiation transmission speed to compensate for network and phone line performance

ACCURA 288 V.34 + FAX for the Mac supports asynchronous communications and comes bundled with MacComCenter integrated data and fax communications software.

"This product is positioned for the price conscious buyer who doesn't need the additional speed and operational cost savings available with Hayes OPTIMA 288 V.34 + FAX for the Mac," said CEO Dennis C. Hayes. "ACCURA 288 for the Mac is sold through the rapidly expanding retail and consumer channels to meet the needs of this particular market segment."

HAYES 100% REORGANIZATION PLAN
GOES FORWARD

Atlanta, GA, Summer 1995--Hayes Microcomputer Products, Inc. Chapter 11 proceedings made a major leap forward yesterday when Judge Hugh Robinson approved the company's Disclosure Statement for its 100% Plan of Reorganization, and a \$45 million debtor in possession (DIP) financial facility with General Electric Capital Corporation (GECC).

The courts also extended exclusivity through September 30 for Hayes to go forward with its plan. This ruling makes the Hayes Plan the only Reorganization plan which will be reviewed by the Court.

Hayes Plan of Reorganization is considered to be a '100%' plan because it pays all valid creditor claims in full, plus interest. The filing of this 100% Plan also means that all creditors are considered "unimpaired", and will not need to vote on the plan for it to be confirmed.

Hayes, which announced the execution of a letter of intent for a merger with Boca Research Inc. last week, will use the combined assets of the two companies to obtain the approximately \$60-85 million needed to fully fund Hayes emergence from Chapter 11 in the fall.

With the approval of the DIP financing the company will retire the approximately \$23.6 million of secured debt from NationsBank. The additional availability under the GECC credit facility will serve to

build confidence in the part of suppliers and customers that the company has the cash and financial resources it needs to continue its operations. Hayes and Boca Research, Inc. are working with several financial institutions to secure debt financing to fund Hayes exit from Chapter 11 in the fall.

"The proposed merger with Boca is an excellent match of both companies' skills, and should increase our presence in the market place," says Dennis Hayes, President and Chairman, Hayes Microcomputer Products, Inc. "With the combined resources of Hayes and Boca Research, I am confident that we will obtain the financing needed to repay our creditors and exit from Chapter 11".

Hayes Microcomputer Products, Inc. and Boca Research Inc. anticipate the transaction closing in the next 90 days, subject to satisfactory completion of due diligence, execution of a purchase agreement, commitment for debt financing, and confirmation of Hayes Plan of Reorganization by the Federal Bankruptcy Court.

A copy of Hayes revised and approved Disclosure Statement and its Plan of Reorganization will be available from the company in two weeks. Please contact Hayes Public Relations Department at (404)840-9200 or send an e-mail request to corpcomm@hayes.com for a copy of the document.

Best known as the leader in microcomputer modems, Hayes develops, supplies and supports computer communications equipment and software for personal computers and computer communications networks. The company distributes its products through a global network of authorized distributors, dealers, mass merchants, VARs, system integrators and original equipment manufacturers.

BOCA WITHDRAWS FROM MERGER NEGOTIATIONS WITH HAYES

ATLANTA, GA, Summer 1995 -- Hayes Microcomputer Products, Inc. announced today that Boca Research, Inc. (BOCI - NASDAQ) elected to discontinue negotiations to merge the two companies, following Hayes refusal to amend the Letter of Intent approved by Federal Bankruptcy Court on August 21, 1995.

Dennis C. Hayes, Chairman and President of Hayes, said, "Hayes is willing to continue negotiations with Boca Research to merge the two companies under that Letter of Intent that we both signed. The fact that Boca has cancelled negotiations confirms my concern that since Boca was under no binding obligation to complete the proposed merger agreement or even to negotiate in good faith, they might try to back Hayes into a 'take it or leave it' scenario. Hayes felt a strong need for a back-up plan for this very reason."

To protect the interests of the company's creditors should the merger with Boca not be completed, Hayes had previously disclosed that it has held discussions with several potential investors interested in making less than a majority investment in the company. Hayes will continue to engage in such discussions with potential investors. Under the terms and conditions of the Letter of Intent, Hayes had agreed not to engage in discussions with potential investors who sought to make a majority investment in Hayes while negotiations between Hayes and Boca were in

process.

"Based on preliminary discussions with several potential investors, I remain confident that Hayes will secure the financing necessary to emerge from Chapter 11, pay all valid creditors' claims in full plus interest, and continue on our strong growth pattern over the next several years," said Dennis Hayes. Hayes continued, "What Boca found extremely valuable in Hayes, namely our global brand recognition and top-of-the-line technology, products, and services, are still valuable."

Indicative that the company's turnaround efforts have taken hold, Hayes has posted operating profits in each of the last three quarters since filing for Chapter 11 in November 1994. Hayes earlier consolidated operations with its subsidiary, Practical Peripherals located in Thousand Oaks, California, and continues to generate steady and significant returns as a result of this consolidation. Sales and bookings continue at record levels despite the challenges of operating the business under Chapter 11.

Concluded Dennis Hayes, "Full and complete credit for the successful turnaround of the company goes to the employees of Hayes. They have performed beyond all expectations under the circumstances. The recognition the company has received from independent testing labs and the channel concerning the performance of our products proves that Hayes employees are determined and committed to continue to make top quality products and to meet customer needs. Although tough at times, they have not allowed the reorganization or the ups and downs of the Boca merger to affect the quality of Hayes products or services."

For further information please contact:

Andrew W. Dod
Director of Corporate Communications
Hayes Microcomputer Products, Inc.
Phone: 404/840-9200
Facsimile: 404/441-1238
Internet Address: adod@hayes.com

Dungeon Master II STR FOCUS! An Overview of a GREAT SEQUEL!

THE LEGEND OF SKULLKEEP

Watch for our full review in the next few weeks! So far this is, by far, quite superior to the Original DM from years ago on the Atari and Amiga and recently on the PC... This version is superbly done. The puzzles are masterful to say the least.

This info will enable you to start AND enjoy, Dungeon Master 2, if you are not familiar with the game.

If you assume the following format, it will save my typing!

For spell identification, rather than me type MON FUL IR for the most

powerful fireball, I will call it a 644 - hope that makes sense - if you look at the screen at the same time you will see what I mean.

Incidentally, the manual with the game has been printed with an error though and shows the ROS symbol as coming between EW and KATH - it doesn't!! This may all sound confusing, but if you treat the spell bar as icons numbered one to six, then these spell listings will work.

If you are new to Dungeon Master, you need to remember that you have to PRACTICE USING SPELLS before they work flawlessly. Try casting a simple spell first. Experiment with a good spell user = take GRAEN OZBOR to start with while you get used to the spell system, even if you later start again with different characters. With GRAEN, try selecting on the spell bar =144

You will see a small fireball shoot from his hand. When he has gained a level or so, he will be able to cast 244 faultlessly and then a 344. By the time you get to casting a 644, it will be a very powerful fireball spell. Don't leave home before you have at least ONE person as a proficient wizard, capable of casting small fireballs perfectly. Practice, Practice, casting 144,144,144 until you gain at least one wizard level. You can shoot the poison slug outside your door with this small fireball when you are ready to move.

Some spells use 2 icons, some 3 and some 4. So a simple light spell is 14 while a more powerful light spell is 24 and the most powerful light spell is a 64. I have included the first (power) level as *1* in each case below. Long lasting light is 1345, or 2345, or 3345 and so on.

OK - so here are some good ones! Bearing in mind that the first part of the spell is the POWER of the spell and therefore depends on how advanced your character is:-

REALLY USEFUL!!! = ATTACK MINION - creates an intelligent *ball* that will whiz around beating-up on all your enemies = 1621 or 2621 for a more powerful one, or 6621 for the most powerful one. You will fail at that level until your wizard is experienced - stick to a 1621 to start!

INVISIBILITY = 1326
FIREBALL = 144
CLOUD OF POISON = 131
LONG LASTING LIGHT = 1345
OPEN SOME DOORS = 16
CARRY MINION = 1624

IN A FLASK=

CURE POISON = 125
HEALTH = 12
PURE MANA = 1655

Protect the entire party = 114

It is useful to know you CAN survive without food. Cast plenty of 61 potions into flasks (or 51 or 41-whatever your priest can manage) and then when you rest, if you have run out of food, you will see your *middle* stamina bar, drop. Wake-up and swallow the potions and your stamina bar will be back on max. You can now carry on resting.

Another really useful thing is to fill your empty flasks with WATER -

touch them against a water source and they will fill with water. Carry them around like that until you need to cast a spell - and have a drink first!!

Invisibility can get you past most monsters if they are more than one square away.

PORTER MINION *1622* will carry your items around for you!! Stand over a pile of goodies and cast 1622 and watch him pick it all up for you!! Get ALL your 4 team members proficient at everything. If you have a character with no MANA, cast some 1655 into flasks, give them to that person and then quickly cast either 11 or 14 until he gains his first priest or wizard level.

ALL characters can become Masters of everything!

Get your priests and wizards just punching the air- they will gain two Ninja levels quickly!! Get the Rapier from the shop - it has the use = JAB, a quick repeating fighter action - they will quickly gain a couple of fighter levels, thus increasing maximum HP!!

Cast 614 to protect the entire party from physical attack. Buy the Techhelm when you can - it raises wisdom by 15 and therefore makes your wizard recover mana faster when sleeping.

Unlimited quantities of cash!! = keep fighting the axe-throwers and take the axes in batches of 20 back to the shopkeeper at the beginning of the game - he will give you huge amounts of gems for them. To put 20 items on a sell-table, put a chest on the table first, then load the table with the axes, then carefully remove the chest - instead of getting loads of little bits of money, he will group it all together and give you a diamond and rubies!!

The TELEPORT feature works when you stand on the red/black crosses on the ground and use the Techshield.

The blue magic marker spell (112) appears on the second or third map upgrade, whenever you put one down. You can gain Ninja levels by just throwing them around.

To kill Ghosts, whirlwinds and other non-material beings, shoot a 652 at them or a 552, or 452 if your priest is not high enough for the powerful 652.

To kill the lumbering creatures, wolves and thieves, poison bolt works really well = 651 or 551 or 451 etc.. To restart quickly, kill the entire party!! Face a wall and cast the fireball spell 144 or 244 etc. the game reloads where you last saved it. This is quicker than going through all the menus.

To get unlimited quantities of food, go to the area where the lumbering creatures are, that drop steak when killed. Find the place where there is a tree arch, where the game pauses when you go through it. This is a short corridor that the creatures will NOT come up. Standing in safety there, cast 3621,3621,3621,3621 etc and create several attack minions. They will go and search out all the rhino-type creatures and destroy them. When you enter that area there are dozens and dozens of steaks on the ground.

The best sword in the game is the EXCSYMYR, which does two attacks when you melee.

Finally, if you get stuck trying to get the 4th.clan key piece, where did you last see revolving tables? What did you do?

Here is a list of characters / attributes, for Dungeon Master II, Now available for IBM. Most characters come with a little money (there are now weapons and armor shops,) and some clothes, which I have not shown on this list:-

Character	Health		Stamina	Mana	Load
Aliai Mon	65	75	12	46kg + club,illumulet	
Anders	28	47	36	37 +money box,rapier	
Bane	91	80	3	50 +money box, torso plate	
Cletus	100	70	5	58 + club, illumulet	
Cordain	57	68	22	38 + mon.box, rapier,scale armr.	
Equus	95	85	2	57 + money box,torso plate,shld.	
Graen Ozbor	35	47	40	38 + rope	
Het Farvil	32	47	33	38 + extra money	
Jarod	62	85	20	40 + not a lot!	
Kol Del Tac	94	36	0	40 + club	
Odo Alu Kailo	60	55	19	54 + flask, staff	
Saros	72	50	24	40 + cloak of night, staff	
Seri	43	72	32	34 + extra money	
Torham Zed	83	77	14	50 + dagger, green gem	

Tresa Vulpes	47	67	17	48 + jewel symal
Uggo	88	65	10	54 + club, scale

In DMII you can create attack minions that search out enemies and beat the s**t out of them, as well as guard minions and carry minions. Those attack minions sure come in handy!! If only the spell was at the beginning of the game!!

SPELL LIST DM2

This section has the level shown in front of the other icons. The level may be changed as ability dictates. 1 is lowest, 6 is highest. The second section copied from Interplay does not. To use these spells, remember that each number represents an icon on the spell bar. Example: Fireball - Click power icon, 1, 2, 3, etc. and then click 4th icon, and when screen changes, click the 4th icon on that screen. When you press the cast spell bar, you should see a fireball shoot from the casters hand. How big it is will depend on what power level you used.

Spells used most frequently are listed here separately for quick referral.

REALLY USEFUL!!! = ATTACK MINION - creates an intelligent "ball" that will whiz around beating up on all your enemies = 1621 or 2621 etc. for a more powerful one, 6621 for the most powerful one.

GUARD MINION = 6624 or lower level
 INVISIBILITY = 1326
 FIREBALL = 144
 CLOUD OF POISON = 131
 LONG LASTING LIGHT = 1345
 OPEN SOME DOORS = 16
 CARRY MINION = 1624
 POISON BOLT = 651
 MARKER SPELL = 112
 PARTY PROTECTION = 614
 DAYLIGHT SPELL = 1345

IN A FLASK

CURE POISON = 125 (Green bottle)
 HEALTH = 12 (Blue bottle)
 PURE MANA = 1655 (Yellow bottle)
 STRENGTH POTION = 1451 (Red bottle)
 SHIELD POTION = 115 (Yellow w/red specks)

Other potions are listed below in the appropriate area.

TIPS: 652 OR 552, etc kills Tornado like monsters and other non-material types.
 651 kills lumbering creatures, wolves and thieves.
 644 kills wolves and thieves.
 Use poison cloud when trapped, makes monsters run away.
 Cast 61, 51 etc(stamina) into flasks. Use instead of food for stamina, if necessary (if you run out of food).
 Fill empty flasks with water. When need to use flask, drink first
 Invisibility gets you past most monsters one square away.
 To get steaks, go to the area where the rhino looking creatures are, stop just short of the tree at end of entrance (rhinos won't pass this corner) cast attack minion until area is clear and

pick up the FOOD! Works great while building up your characters.
Also helps gain wizard levels.

Refer to your manual to find out which symbols are described here.

Must add level to the beginning of the spell (ex: party shield 1st level 114) for all spells that follow.

The Party Shield spell is YA IR = 14
The Spell Shield spell is YA BRO = 15
The Aura of Strength spell is OH EW KU = 321
The Aura of Dexterity spell is OH EW ROS = 322
The Aura of Vitality spell is OH EW NETA = 324
The Fire Shield spell is FUL BRO NETA = 454
The Darkness spell is DES IR SAR = 546
The Porter Minion spell is ZO EW ROS = 622
The Reflector spell is ZO BRO ROS = 652
The Guard Minion spell is ZO EW NETA = 624

The Magic Marker spell is YA EW = 12
The Poison Cloud spell is OH VEN = 31
The Invisibility spell is OH EW SAR = 326
The Push spell is OH KATH KU = 331
The Pull spell is OH KATH ROS = 332
The Lightning Bolt spell is OH KATH RA = 335
The Accelerate Party spell is OH IR ROS = 342
The Daylight spell is OH IR RA = 345
The Firelight spell is FUL = 4
The Poison Foe spell is DES VEN = 51
The Harm Non-Material spell is DES EW = 52
The Open Door spell is ZO = 6
The Attack Minion spell is ZO EW KU = 621

ONLY PRIESTS CAN CREATE POTIONS

The Stamina potion is YA = 1
The Shield potion is YA BRO = 15
The Wisdom potion is YA BRO DAIN = 152
The Vitality potion is YA BRO NETA = 154
The Health potion is VI = 2
The Cure Poison potion is VI BRO = 25
The Dexterity potion is OH BRO ROS = 352
The Strength potion is FUL BRO KU = 451

The Mana potion is ZO BRO RA = 655

Information contained herein was taken from messages from Interplay and other gamers, consolidated using Microsoft Works. Hope this helps someone get started faster than me.

Dungeon Master II Weapons and armor lists. Should help you make some decisions. They're listed in their order of strength (lowest to highest) along with their weights. They're also separated into hand-to-hand weapons and missile weapons. Not included are special magical weapons because they cast spells that characters can already cast.

Weapons

Hand-to-Hand Weapon	Weight	Missile Device	Weight
Branch	0.8	Sling	1.9
Torch	1.1	Bow	1.0
Dagger	0.5	Crossbow	2.8
*Staff	2.6	Speedbow	3.0
*Rogue Stave	0.9		
Club	3.6	Missiles	Weight
*Kalan Gauntlet	2.0		
Scythe	2.6	Rock	1.0
Machete	2.8	Shuriken	0.1
Sword	3.2	Club	3.6
Rapier	2.6	Poison Dart	0.3
*Combat Staff	3.5	Dagger	0.5
Mace	3.1	War Club	6.0
Sabre	3.3	Arrow	0.2
War Club	6.0	Slayer Arrow	0.2
*Zo Blade	1.0		
Katana	3.5		
**Vorpall Blade	3.0		
*Tempest	3.0		
Axe	4.3		
Excsymyr	3.3		
*Fury	4.7		
MorningStar	5.0		
Blue Steele	3.7		
Tech Mace	4.1		
Vorax	6.5		

* - The weapon has some special ability.

** - The vorpal blade is effective against ghosts, etc., but not much else.

Armor

Head	Weight	Chest	Weight
Bandana	0.1	Bodice	0.2
Horned Helm	0.9	Black Top	0.4
Helmet	1.2	Fine Robe Top	0.3
Bascinet	1.5	Tunic	0.5
Great Helm	2.0	Doublet	0.3
Mail Helmet	1.6	Leather Jerkin	1.1

Armet	1.9	Brigandine	1.7
Fire Helm	2.1	Breastplate	4.5
Ra Sar Helm	1.7	Scale Hauberk	5.4
TechHelm	3.5	Fire Plate	10.8
		Fire Plate(Bust)	4.7
Legs		Torso Plate	12.0
		Mithral Mail	5.2
Tabard	0.4	Ra Sar Plate	7.5
Black Skirt	0.4	Tech Plate	14.1
Fine Robe	0.3		
Gunna	0.5	Feet	
Blue Pants	0.7		
Huke	0.3	Sandals	0.6
Leather Pants	1.0	Fire Greave	3.2
Thigh Plates	3.3	Leather Boots	1.8
Scale Mail	4.1	Black Boots	1.6
Leg Plate	8.0	Greaves	1.6
Mithral Huke	4.1	Foot Plate	2.8
Fire Poleyn	8.8	Mithral Hosen	0.1
Ra Sar Poleyn	6.2	Ra Sar Greave	2.2
Tech Poleyn	9.0	Tech Boots	3.1

Shield Weight

Wood Shield	1.4
Small Shield	2.1
Sar Shield	3.4
*Crystal Shield	2.9
*Ra Sar Shield	3.2
*Tech Shield	4.0
*Shield of Fire	4.0

* - Has some special ability. Also note that it helps to have the Tech Shield.

Game Tips

- 1 - Improve statistics by doing.
 - a) Throw to make your throwing better.
 - b) If you want to THRUST better, then do a lot of thrusting.

However, you still need to improve other areas of fighting to increase your fighter level.

- 2 - Use attack (ZO EW KU) and guard (ZO EW NETA) minions. They help!

- 3 - Use the maps. Enough said.

- 4 - Increase spellcasting of your fighters. Light and heal potions are good starters. Even a character with 0 mana can get better if you give them an item like the suzerain which gives them 10 mana.

- 5 - Prepare spells in advance. Preselect all the symbols, but don't cast it. Do this for each character if you like. You can exit after the symbols are selected and regenerate the lost mana. Drawbacks to this are that you may end up needing another spell and that you can only do it for one spell per character.

- 6 - Finally, watch the weight your characters carry. You only move as fast as your slowest party member. Quickness is useful for dodging

various things like missile attacks or spell attacks.

Gateway 2000 STR Spotlight

Gateway 2000 - "You've got a friend in the business"

P5-133 10th Anniversary

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**Please note that MS Access(diskette customers) and MS Access and Bookshelf 95 (CD customers) are available for an additional \$10 handling charge, and will be sent separately upon release Microsoft later this year.

DRIVE OPTIONS

1.2MB & 1.44MB combo diskette drive (replace 1.44MB)add: \$ 70

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Adaptec 2940 PCI SCSI adapter.....add: \$300

VIDEO OPTIONS

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Due to volatility of the memory market, please call for a current quote.

TERMS

Mastercard, Visa, American Express and Discover accepted. C.O.D
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 30-day credit terms and leasing options are available to qualified
 commercial customers.

Shipping via two-day air: \$95 within the continental U.S; \$125 APO.
 Delivery times may vary.

08/28/95

*Prices and specifications are subject to change without notice or
 obligation. Sales tax will be charged where applicable.

610 Gateway Drive * P.O.Box 2000 * North Sioux City, South Dakota
 57049 Telephone 605-232-2000 * Fax 605-232-2023 * Toll Free
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A T T E N T I O N--A T T E N T I O N--A T T E N T I O N

FARGO PRIMERA PRO COLOR PRINTERS - 600DPI

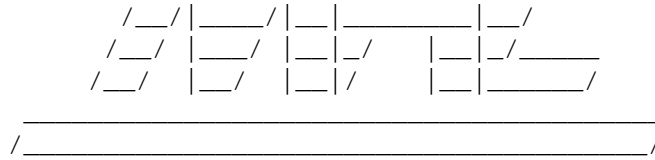
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A T T E N T I O N--A T T E N T I O N--A T T E N T I O N

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MAC/APPLE SECTION

John Deegan, Editor (Temp)

DCC VIDEO STR InfoFile

PRESS RELEASE:

WSIRC 2.0 Video is the next version of WSIRC. It now provides DCC VIDEO that will allow two users to Video Conference, audio is supported in half duplex mode, i.e. speakerphone style, one party speaks the other party listens. It provides multiple DCC VIDEO windows at once, although it would be practical to have only one at a time unless you are connected via a high-speed connection.

The next release of WSIRC will consist of 2 ZIP files.

WSIRC20.ZIP will contain the original text based IRC client (WSIRC.EXE-shareware, WSIRCG.EXE-freeware).

WSIRCV20.ZIP will contain the new version of WSIRC that provides DCC VIDEO. As before, both shareware and freeware versions are included in the same zip file. WSIRCV.EXE is the shareware version, WSIRCVG.EXE is the freeware version.

The reason for two ZIP files is that DCC VIDEO requires an Intel Smart Video Recorder Pro video capture board (at about US\$ 449.-) and Video for Windows software. You can use any capture board that supports Intel's Indeo video compression format, Intel's board provides on board chip hardware based compression for higher throughput. For those users that do not have a video capture board WSIRCR.EXE is still provided for their use.

With DCC VIDEO, audio is also transmitted. There is a default threshold, if the audio input goes above the threshold, recording is enabled to a file, when the audio input goes under the threshold, recording is stopped and the audio is sent to the other party. Admittedly this is not the best way, thus room for improvement exists.

DCC Video on an ISDN dial-up PPP connection provides up to 5 frames per second throughput, on T1 up to 30fps, on modem line up to 1 frame every 2 seconds. Audio is sent at 1300 bps and should be acceptable even over modem lines.

Audio is half-duplex due to Windows wave device driver specification limitation. Additional video compression will be added to increase video throughput up to an estimated 5 frames per second on modem lines and up to an estimated 15 frames per second on ISDN lines. Users on T1 lines can go full throttle as always.

WSIRCV.EXE provides a 60 day evaluation period. WSIRCVG.EXE is freeware,

never a need to register. Both provide DCC VIDEO, in both versions the number of frames transmitted is limited to 3600 video frames. The rate of video has been tested from 1 frame every 2 to 4 seconds over a modem to a real time rate of 30fps over a TCPIP LAN. For modems, this should last for well over an hour. For real time users at 30fps, this should last for about 2 minutes. The frame rate is adjustable from 1 to 30 frames per second. The lower the rate, the longer you can video conference. Once the limit is reached, closing WSIRC and then reestablishing the DCC VIDEO connection resets the limit.

Other companion products to WSIRC 2.0 Video will follow. WSIRC 2.0 Video Pro will provide Video Conferencing using IRC servers or private multi-cast servers, i.e. multi-cast/multi-station video conferencing. This will require high bandwidth connections, 56K, ISDN or T1 are preferred.

A WSIRC 2.0 Video Answering Machine software based on WSIRC 2.0 Video will also be made available soon. This will allow users that have dedicated connections to effectively have a Video Phone available to take video calls whenever they aren't available to answer their video calls.

The technology used in WSIRC is not based on any other video conferencing products. WSIRC's technology was developed over a span of 12 months (well read that as approximately $12 \times 4 = 48$ weekends, although the final pieces were developed on weekends over the past 3 months).

Special thanks to a few handful of people that were generous enough to encourage, assist and accomodate me to further develop WSIRC. Had I lived on the West Coast, this might have only taken a few months instead of about a year's worth of effort :-).

NEW FEATURES:

Video configuration defaults to 1 frame per second, no video-cast, audio threshold at 500 (the range is 1 to 32000).

To change video related configuration, the following commands have been added in the Server Messages Window:

```
/FPS n           - sets the video frame rate to n frames per second,  
/VIDEO-DEVICE n  - sets WSIRC to use video capture device n,  
/VIDEO-CAST n    - (n is 1 or 0) sets video cast 1-ON, or 0-OFF, when ON  
                   video frames is updated to multiple DCC VIDEO
```

```
sessions  
                   (everybody sees you at the same time), when OFF  
                   video frames is updated to the DCC VIDEO session  
                   that you last clicked (i.e. had focus/looked) at.  
/AUDIO-THRESHOLD n - sets audio threshold to n (range 1 to 32000),  
                   whenever audio input exceeds the threshold, recording  
                   begins for the DCC VIDEO session that has focus,  
                   when the audio input drops below the threshold,  
                   recording stops and audio is sent to the other party.  
                   Audio is sent to only one DCC VIDEO session at a
```

time,

there is no audio-cast capability yet.

The following command was added by popular request to the Server Messages Window:

```
/SILENT          - Runs the channel in silent mode, i.e. most server
```

messages go to the Server Message Window instead of cluttering up the channel window.

WSIDENT.EXE is now included in this zip file. WSIDENT is a Windows server for the ident protocol RFC1413. It allows Internet IRC users to connect to Unix IRC servers that insists on identifying users based on the ident protocol.

WSIDENT will first look in the WSIDENT.INI for a valid username, this should be specified as follows:

```
[identd]
username=someuser
port=113
```

If the WSIDENT.INI file is not present or the username is blank, WSIDENT will look up the username in the WSIRC.INI file.

WSIDENT.EXE is provided as freeware. Copyright 1994, 1995 Caesar M Samsi.

The help file now contains a WSIRC tutorial. SERVERS.TXT contains full server list, please read it first before sending me email for irc servers. The SERVERS.TXT contains both EFNET and UNDERNET IRC Servers.

DCC CHAT and DCC SEND are now functional in WSIRC shareware and freeware. DCC SEND is limited to sending 10240 bytes per file. If you can not initiate DCC CHAT or SEND check to see that you have configured your DNS properly and that you have entered your domainized pcname in WSIRC's Server Options dialog box. On startup if everything is configured correctly, WSIRC will display your local host name and IP address.

DCC has been improved, users with dynamic ip addressing should be able to use DCC without too much effort.

KNOWN PROBLEMS:

Problems displaying toolbar buttons when run with PCTools or any desktop shell program that modifies the default Windows behaviour (new Window buttons, customized max-min buttons, etc). Please note that this is not a problem with WSIRC but with the desktop shell that makes use of undocumented Windows calls or modifies the default Windows message processing behaviour.

The Internet Adapter (TIA) may not be completely compatible with WSIRC's DCC CHAT and SEND, this is due to the way TIA implements certain name functions that is required by WSIRC. On initiation of DCC CHAT and SEND, WSIRC requires the IP address of the host it is running on (TIA's dial up host) and a port to bind on the dial up host. I've been unable to experiment with TIA, others appear to have been able to configure TIA to work properly, yet I continue to receive reports that it does not from other users. Try it out first! WSIRC requires a real IP address and pcname to initiate DCC CHAT or SEND.

If a gethostbyname error occurs when initiating DCC CHAT or SEND, check to see that your pcname and ip address have been entered in your WINSOCK.DLL's hosts file. It must be entered in the following format:

```
ip_address pc_name
```

Note that the ip address occurs first and the pname second separated by one space.

GPF's with BC30RTL.DLL is almost always due to an old BWCC.DLL file residing somewhere on your system and is picked up via the DOS PATH statement. Check to see if there are and if so, keep the latest version and remove the others.

At times, the window text will appear to clutter up. This seems to be due to the edit control losing composure. Type /CLEAR to reset the window.

The Help file (WSIRC.HLP) will with some PC video display card configuration cause a GPF within the video display driver, try changing the resolution or number of colors displayed by the video display driver.

DESCRIPTION:

WSIRC is a Windows client for the Internet Relay Chat network. It allows Internet users to chat electronically with each other using IRC servers.

The advantage is that users worldwide can access the IRC network and converse with users worldwide.

WSIRC is a Windows Sockets 1.1 compliant application and has been tested with NetManage's and Trumpet's WINSOCK.DLL tcp/ip protocol stack.

A WSIRC IRC server is currently under construction to provide video, audio, raw data as well as the currently supported text data.

SPECIAL REQUIREMENTS:

WINSOCK.DLL must be present. WINSOCK.DLL is provided as part of your networking software. It is not part of WSIRC. A number of shareware versions exist. Of note is Peter Tattam's \$20 shareware WINSOCK.DLL available from a number of ftp sites. A book called Windows Internet Tour Guide includes a sampler version of Netmanage's Chameleon (version 3.11) for \$25.- it's a very good book for Internet beginners. Explains SLIP/PPP setup, mail, ping, news, ftp, telnet, mailing lists, etc.

For WSIRC Video 2.0, an Intel SmartVideo Recorder or similar board with on board compression is required and works best. Video for Windows 1.1e is also required and should have been provided by the video capture card vendor. VFW11E.ZIP is uploaded separately from this zip file to facilitate convenient download in smaller chunks rather than one large file.

You can always download the latest version of Video for Windows from the Windows Multimedia (GO WINMM) or Intel (GO INTEL) forums on CompuServe. A complete package including WSIRC Video 2.0 and Video for Windows will also be distributed to ftp sites.

SPECIAL NOTES:

There are 8 versions available:

Original TEXT based IRC client:

SHAREWARE (WSIRC 2.00-S/WSIRC.EXE).
FREEWARE (WSIRC 2.00-G/WSIRCG.EXE).
REGISTERED (WSIRC 2.00-R).

SITE LICENSE (WSIRC 2.00-L).
WSIRC VIDEO 2.0 IRC client:

SHAREWARE (WSIRC Video 2.00-S/WSIRCV.EXE).
FREEWARE (WSIRC Video 2.00-G/WSIRCVG.EXE).
REGISTERED (WSIRC Video 2.00-R).
SITE LICENSE (WSIRC Video 2.00-L).

Only the Shareware and Freeware versions may be distributed, if you see a Registered version being distributed please email me.

The SITE LICENSE version allows unlimited users on a LAN each with a private WSIRC.INI file.

Please note that I created WSIRC for my own personal enjoyment as a hobby. It is not meant to be a money-making venture although I don't mind financial recognition for it. In the spirit of cooperation within the Internet I have included a FREEWARE version for use by anybody that simply won't or can't purchase a licensed registered copy. Funds received from registration will go towards further development of WSIRC.

The present includes images, sound and video in both client version. The future includes a Video Phone with Video Answering machine. A private video server, and other related products.

International users, please note that you can download an international version of BWCCxxxx.DLL from FTP.BORLAND.COM if your Windows installation displays a missing BWCCxxxx.DLL message box due to an International language windows intallation.

WSIRC VERSION 1.14f (minor update release):

wsirc20.zip 559460 WinSock IRC (Internet Relay Chat) Client Ver 2.00
wsircv20.zip 619546 WinSock Video IRC (Internet Relay Chat) Client Ver 2.00

It may take up to 24-48 hours before the file is made available for download from their incoming directories.

Check the filesize to see if you are getting the latest version.

WSIRC20.ZIP and WSIRCV20.ZIP completely replaces WSIRC14G.ZIP.

SITES:

USA: cs-ftp.bu.edu (/irc/clients/pc/windows/wsirc20.zip & wsircv20.zip)
USA: winftp.cica.indiana.edu (/pub/pc/win3/winsock/wsirc20.zip & wsircv20.zip)
USA: ftp.undernet.org (wsirc20.zip & wsircv20.zip)
EUR: ftp.demon.co.uk (wsirc20.zip & wsircv20.zip)
EUR: ftp.funet.fi (/pub/msdos/networks/irc/windows/wsirc20.zip & wsircv20.zip)
SIN: use CICA mirror directory
COMPUSERVE: INETNEW, INETRESOURCE, EURFOR, (WSIRC.ZIP & WSIRCV.ZIP)

NEW VERSION RELEASE:

This is a new VERSION release, I am releasing WSIRC 2.0 as with the addition of video and audio capabilities to WSIRC.

This version provides DCC VIDEO which allows person-to-person video conferencing.

This version will never expire. A 60 day evaluation period is allowed. It will remind you that it is shareware software at the end of 60 days and asks that you register it. If you don't wish to register, simply run WSIRCG.EXE (without video/audio) or WSIRCVG.EXE (with video/audio).

PLEASE NOTE THAT THIS IS A FIRST RELEASE OF THIS VERSION, BUGS MAY STILL BE PRESENT. AS ALWAYS WSIRC IS PROVIDED ON AN AS IS BASIS.

THE HELP FILES STILL SHOW AN OLDER VERSION, I HAVE NOT HAD THE CHANCE TO UPDATE THE HELP FILES YET.

COPYRIGHT:

Copyright 1994,1995 by Caesar M Samsi. Permission is granted to distribute the complete FREEWARE and SHAREWARE versions only, i.e. WSIRC20.ZIP and WSIRCV20.ZIP may be distributed as the zip files or as their contents provided that the contents are not modified in any way and that it is clearly identified as shareware/freeware.

REGISTRATION:

Please note that you are *free* to use the FREEWARE versions, you can use the FREEWARE version on your TCP/IP LAN if you wish. Try the program out for a few weeks before registering it. Internet Service Providers may be provided with a special discount if registrations are done in groups.

Original TEXT based IRC client:

Individual use: US\$ 39.95 (1 Disk, 1 Manual)
Site license: US\$ 449.95 (20 Disks, 20 Manuals)

WSIRC VIDEO based IRC client:

Individual use: US\$ 59.95 (1 Disk, 1 Manual)
Site license: US\$ 649.95 (20 Disks, 20 Manuals)

Future releases (2 to 3 months timeframe DO NOT ORDER UNTIL THEN):

WSIRC AUDIO based IRC client (has audio only, no video):

Individual use: US\$ 49.95 (1 Disk, 1 Manual)
Site license: US\$ 549.95 (20 Disks, 20 Manuals)

WSIRC Video Phone:

Individual use: US\$ 69.95 (1 Disk, 1 Manual)
Site license: US\$ 749.95 (20 Disks, 20 Manuals)

Minor bug and feature updates are free (e.g. 2.00 to 2.xx update). Major version updates are at minimal cost to registered users.

RESOURCES:

The new WSIRC Homepage will be put up soon on my home server:
USR: <http://www.clark.net/pub/csamsi>

The IRC UseNet Newsgroup carrying IRC related news can be found as:
ALT.IRC, there are several other subnewsgroups under ALT.IRC as well.

EMAIL:

csamsi@clark.net, 72030.562@compuserve.com

Micrografx Updates STR InfoFile

MICROGRAFX TO LEVERAGE NEW CAPABILITIES OF THE MICROSOFT NETWORK

Customers Benefit From Immediate Product Information and Service on
Leading Creativity Applications

Richardson, Texas (August 24, 1995) - Micrografx(R), Inc. (NASDAQ: MGXI) today announced the immediate availability of the Micrografx forum on MSN(R), The Microsoft Network. The Micrografx on MSN forum continues Micrografx's leadership in customer and technical support by providing immediate access to the very latest product-related information. The Micrografx forum on MSN completes the company's online offerings, which currently include forums on CompuServe(R), America Online(R) and a World Wide Web Site.

New Capabilities of The Microsoft Network to Improve Future Product
Documentation

In addition to traditional customer support functions that will be available immediately, MSN's close integration with the Microsoft(R) Windows 95 desktop applications allows embedded links from MSN documents directly from the desktop. After the initial releases of its Windows 95 products, Micrografx is committed to improving future documentation of its products such as the ABC Graphics Suite(TM) and Windows Draw(R) 4.0. The new documentation will feature links within online help to specific locations on MSN containing expanded and up-to-date product information.

"The Microsoft Network gives Micrografx an exciting new way to provide the very latest product information to our customers 3/4 beyond what we currently offer," said Monte Williams, manager of publications at Micrografx. "By linking to the absolute latest information available, Micrografx customers are assured of having the industry's premier online help and documentation for all their creativity needs."

Where To Find Micrografx Online

Micrografx's current online offerings include forums on CompuServe (GO MICROGRAFX) and America Online (keyword: MGX) in addition to a World Wide Web Site at <http://www.micrografx.com>. In providing online technical support, answering user questions and exchanging product support files, Micrografx more than 5,000 customers per week.

Micrografx develops and markets graphics software to meet the creative needs of everyone who uses a personal computer. Founded in 1982, Micrografx has become a leading software publisher by responding quickly to customer and worldwide market needs. The company's U.S. operations are based in Richardson, Texas, with a development office in San Francisco. International subsidiaries include Canada, the United Kingdom, France,

Germany, Italy, the Netherlands, Australia, and Japan.

Microsoft, MSN and Windows are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

The Microsoft Network is operated by Microsoft Corp. on behalf of Microsoft Network LLC.

Coming soon.... JAGWIRE
ATARI/JAG SECTION

Dana Jacobson, Editor

> From the Atari Editor's Desk "Saying it like it is!"
"*****"

Did you ever get the feeling that I'm beginning to sound like a broken record when I write in this column, week after week, that there's little going on these days in the Atari computing arena? Sometimes I really feel like I'm just spinning my wheels in this section, but I do realize that Atari computing news is just not going to be as plentiful as we'd all like, especially without a huge supporting staff of writers to research it out and do articles and reviews.

However, we're obviously going to stick with it and provide you with whatever information and news comes our way.

One thing that did come my way was the arrival of Gribnif Software's latest newsletter. An update for their successful multitasking program Geneva has been in the works for quite some time; and it's now available. So is an update for NeoDesk. The updates can be found at various online sites, or through Gribnif (sending in original disks is NOT a pre-requisite). The upgrade is an easy to run patch program, for both programs. I just received the newsletter, so next week we'll include ordering information for these updates as well as other updates and new utilities available.

I'm still playing around with the CDROM on the Falcon, and reviews of various software is still on-going. We'll have those reviews for you soon, as well.

It's another long holiday weekend, so please take the usual precautions and take it easy during your various celebrations. Barbecue cookouts may be banned here in the Northeast this weekend due to the summer-long dry spells - brush fires are a common occurrence these past few days and it doesn't appear that this problem is going to go away - your area may also be in for similar restrictions, so be careful! Also, please don't drink and drive - it isn't worth it! Play it safe and drink and ride.

Until next time...

Delphi's Atari Advantage!
TOP TEN DOWNLOADS (8/30/95)

- | | |
|-------------------------|---------------------------------|
| (1) MEMWATCH 4 | (6) REJOINER |
| (2) DIAMOND EDGE PATCH | (7) DUFTP - WWW BROWSER |
| (3) CD_LIST UPDATE | (8) CALENDAR TEMPLATE |
| (4) HCOPY 1.6S | (9) ATARI COMMUNITY EMAIL LIST |
| *(5) T.A.F. WWW BROWSER | *(10) LIGHTNING STORM ANIMATION |

* = New on list
HONORARY TOP 10

The following on-line magazines are always top downloads, frequently out-performing every other file in the databases.

ST REPORT (Current issue: STREPORT 11.34
ATARI EXPLORER ONLINE (Current issue: AEO: VOLUME 4, ISSUE 6
Look for the above files in the RECENT ARRIVALS database.

Junior Office Fax! STR InfoFile! - Fax Software, Now in English!

JUNIOR OFFICE FAX SOFTWARE (by TKR) - English Translation

Denesh has kept me up to date with the demand for this piece of software, and I can only make the most profuse apologies for not having publicly released it as of yet. The fact is that I have been simply too busy since Easter setting up my own small business (BPFd), and have neglected most of my life, including anything computer-wise.

Actually, the Fax software works quite well, and is practically all in good English. Unfortunately there are numerous bugs within it, which were probably introduced by my translation...

However, if you are prepared to live with certain limitations it is most definitely usable - It has handled the incoming and outgoing Fax needs of my business acceptably (NOT faultlessly!)

I do not intend to rectify these faults - in fact I doubt whether I could without starting the translation from scratch.

What I intend to do instead is get old of Junior Office version 3 from the authors, and translate this from scratch, avoiding errors. This will subsequently be available as an incentive for those users who register version 2.

Registrations will be available through:

CyberSTrider, 203 Parr Lane, Unsworth, Bury, Lancashire. UK.
by Denesh Bhabuta (danny@micros.hensa.ac.uk or
dbhabuta@cix.compulink.co.uk)
and will _probably_ cost in the region of 10-15.

STEVE TAYLOR...ATARIAN 2 Albion Street, Bury, Lancs BL8 2AD
Tel: <work:0161-761 3636><home:01706 827190><mobile:080-222 6256>
Outside UK, substitute your international code +44 for first '0'.

Developer News! STR InfoFile! - Customer Service Still Pay!

From a satisfied Lexicor customer:

In a message I posted some time ago (see partial message thread below) I commented on Lexicor's BlowUP Hard1 package I had recently purchased for my Atari Falcon030. I was then, as I am now, more than satisfied with the video enhancement of this product (it really helps me justify the added expense of having purchased a multi-scan monitor for a Falcon...)

I also commented about my minor displeasure at finding that this product's manual was supplied as a disk-based text file. I really felt that a product of this quality should not go begging for decent documentation, and that a hardcopy of said documentation didn't seem unreasonable.

Apparently the people at Lexicor (specifically Yat Siu) agreed. On reading my post, which was submitted to the Lexicor list server, I was informed that if I would supply proof of purchase they would send me an official copy of the manual which was not included in the package that I purchased. True to their word, I received not only the wayward manual but also an unexpected copy of the Phase 4 program, as well as a few other items. This gesture of goodwill on the part of Lexicor was not solicited, but it was certainly appreciated.

There was some confusion as to the sale price of BlowUP Hard1. As it turned out, the error was between the store where I acquired it and their distributor and was not related to Lexicor in any way.

To all the people at Lexicor, and especially to Yat Siu, I wish you a happy and safe holiday season. Thank you, not only for supporting your product, but also for supporting Atari hardware at all!

-Michael Olin

> Just thought I'd pass along some thoughts about the BlowUp Hard 1
>package I put on my Falcon this weekend... I'm not adept at reviewing
>products so I won't turn this into a long story. In a nutshell, I
>think it's well worth the investment. My ADI MicroScan 4G looks GREAT
>at 1024x768. And I really appreciate the virtual resolutions when
>viewing GIFs.

>

> I do have one complaint, however. I think it's pretty poor that the
>>manual now comes as a text file on disk. I personally think that any
>program and hardware combo costing above \$100 DESERVES to have a
>printed manual. Furthermore, one of you guys oughta find a
>spellchecker! I've seen your printed manual for the software version,
>and now your disk-based manual and the typos and grammar
>are...well...inexcusable.

>

> None-the-less, the product is a good one and I'm very pleased to own
>it. The pass-thru joystick port/plug is a good idea.

No Manual??

Michael, you should get a manual with every BlowUP, also note that the Manual on the textfile was written by the author of BlowUP who does not speak english very well and it was not edited by us.

And Michael, BlowUP Hard 1 Recommended Retail is at the most 89 U\$D, Lexicor Software _does_ support dealers therefore the price is considerably lower than 89 for dealers.

Please send in your registration card to us and we can send you a proper Manual. In private email I would also like to know where you purchased it from.

Sincerely,

Yat @ Lexicor

Lexicor WWW Addition! STR InfoFile! - Lexicor Enhances Web Site!

Lexicor Software is pleased to announce an addition to it's regular WWW page.

<http://world.std.com/~Lexicor>

A new section has been added, called downloads. This area is for Lexicor customers who can now download as many 3d2, r1, anm files or get updates from us via the world wide web. The first sections added are architecture, automobiles, spaceships and it will be updated and added to for the next few weeks.

If you have any submissions you would like to add please feel free to contact us or just visit our area for some great new 3d files.

If you have a WWW browser you can view the images first before downloading them deciding whether you want it or not.

Yat @ Lexicor Software

JAGUAR SECTION

Coming October 6... Plug In the WIRE!

JaguarCD Arrives at STReport!
FlipOut! Available! CATnips!
Atari WWW Site Announced - ATOMIX!
CompUSA "Bans" Sierra Game!
And much more!

From the Editor's Controller - Playin' it like it is!

Well, the long-anticipated JaguarCD arrived at STReport's "Northeast" headquarters on Thursday. We've been anticipating its arrival, but it was an unexpected surprise - the last word that I had was that a review unit was "still being worked on" and we should have news about it soon. Well, I guess STReport's name came up somehow and it was shipped without my being aware of it. All that I've been able to do so far is open up the box and take a quick look at it; unfortunately, deadlines are more important than game-playing...sigh.

People keep describing the JaguarCD unit as looking like a toilet! Well, it does in a small way. My first impression that it was shaped like the U.S.S. Voyager, of Star Trek: Voyager fame! Well, at least without the engine's nacelles (sp?)!

I'm looking forward to testing the unit out as soon as I can. With a long holiday weekend approaching, I should have some time to spend with it. Look for a review within a couple of weeks!

A lot of online activity has been devoted to Atari's release of the JaguarCD unit last week. A highly-anticipated shipping date has been met, but not in the manner that the userbase and potential customers had expected. Units are being shipped to distributors, but being held back from the dealers until sufficient supplies can make it through the pipeline. Available units should be in sufficient numbers so that potential buyers will be able to get one by the 11th of September. The way I look at this situation is mixed. While I was hoping that we'd all be able to buy a unit within a few days of its shipping last week, I realize that what's another week or so? Yes, the short delay appears to fit in with other similar delays in Atari's past history. It's another disappointment that Atari can't seem to shake itself from happening. I won't attempt to make excuses for Atari because I feel that there isn't one - the units should have been ready to go when stated, emphatically, that they would. But, I can be realistic enough to say that a little more than a week's time is something that we can manage. And, I can say that even though a review unit is sitting a few feet away from me - it's only been here for a few hours anyway!

Atari has officially announced that they've signed ATOMIX! to do their Web page. Hearing about ATOMIX's background and experience, I feel that once this page is available, it's going to be incredible. Sure, people have claimed that it doesn't take a rocket scientist to do a Web page, but it's my opinion that to do one well is worth the investment and time that Atari is putting into it. It should be very interesting.

FlipOut! has been spotted at various dealers, but so far I haven't seen any opinions of the game. We haven't received our review copy yet either, so we can't provide any firsthand info about it yet, either. We hope to have both available for you soon.

Well, let's move along and get to the news and information for this week - there's a lot of it for you! Meanwhile, I'm going to force myself to stay away from the JaguarCD we received or I'll be up all night! Still have to work for a living and I don't think the excuse of "but I was up all night playing with the VLM and didn't realize what time it was" will carry much weight!

Until next time...

Jaguar Catalog STR InfoFile What's available & what's coming out.

Current Available Titles

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
J9000	Cybermorph	\$59.99	Atari Corp.
J9006	Evolution:Dino Dudes	\$29.99	Atari Corp.
J9005	Raiden	\$29.99	FABTEK, Inc/Atari Corp.
J9001	Trevor McFur/ Crescent Galaxy	\$29.99	Atari Corp.
J9010	Tempest 2000	\$59.95	Llamasoft/Atari Corp.
J9028	Wolfenstein 3D	\$69.95	id/Atari Corp.
JA100	Brutal Sports FtBall	\$69.95	Telegames
J9008	Alien vs. Predator	\$69.99	Rebellion/Atari Corp.
J9029	Doom	\$69.99	id/Atari Corp.
J9036	Dragon: Bruce Lee	\$39.99	Atari Corp.
J9003	Club Drive	\$59.99	Atari Corp.
J9007	Checkerered Flag	\$39.99	Atari Corp.
J9012	Kasumi Ninja	\$69.99	Atari Corp.
J9042	Zool 2	\$59.99	Atari Corp
J9020	Bubsy	\$49.99	Atari Corp
J9026	Iron Soldier	\$59.99	Atari Corp
J9060	Val D'Isere Skiing	\$59.99	Atari Corp.
	Cannon Fodder	\$49.99	Virgin/C-West
	Syndicate	\$69.99	Ocean
	Troy Aikman Ftball	\$69.99	Williams
	Theme Park	\$69.99	Ocean
	Sensible Soccer		Telegames
	Double Dragon V	\$59.99	Williams
J9009E	Hover Strike	\$59.99	Atari Corp.
J0144E	Pinball Fantasies	\$59.99	C-West
J9052E	Super Burnout	\$59.99	Atari
	White Men Can't Jump	\$69.99	Atari
	Flashback	\$59.99	U.S. Gold
	VidGrid (CD)	TBD	Atari Corp
	Blue Lightning (CD)	\$59.99	Atari Corp
	Flip-Out	\$49.99	Atari Corp

Available Soon

CAT #	TITLE	MSRP	DEVELOPER/PUBLISHER
	Ultra Vortek	\$69.99	Atari
	Pitfall	TBD	Atari
	Rayman	TBD	UBI Soft
	Power Drive Rally	TBD	TWI
	Dragon's Lair	TBD	Readysoft
	Hover Strike CD	TBD	Atari
	Demolition Man	TBD	Atari

Hardware and Peripherals

CAT #	TITLE	MSRP	MANUFACTURER
J8001	Jaguar (complete)	\$189.99	Atari Corp.
J8001	Jaguar (no cart)	\$159.99	Atari Corp.

J8904	Composite Cable	\$19.95	
J8901	Controller/Joypad	\$24.95	Atari Corp.
J8905	S-Video Cable	\$19.95	
	CatBox	\$69.95	ICD
	Jaguar CD-ROM	\$149.99	Atari Corp.

Industry News STR Game Console NewsFile - The Latest Gaming News!

CONTACT: Jessica Nagel or Patricia Kerr
 Dorf & Stanton Communications
 (310) 479-4997 or (800) 444-6663

For Immediate Release

Gamers "Flip" Over New Atari Release
 "FlipOut!"(tm) for Jaguar 64 Hits Stores Nationwide

SUNNYVALE, CA (August 28, 1995) -- This morning Atari Corporation introduced the exciting title "FlipOut!", a wacky and challenging puzzle game for the Jaguar 64 home entertainment system.

"FlipOut!" is a puzzle game with a unique twist. Players tour the distant "Planet Cheese" and view Mother Earth through the eyes of alien tourists. The game takes place at The Great Tile Flipping Festival, the premiere sporting event for the citizens of Planet Cheese.

Players participate in The Great Tile Flipping Festival all over the Universe, from the Zero Gravity Arena on Planet Cheese to the presidential faces of Mount Rushmore. In some of the worlds, players must "juggle" ten tiles by flipping them into the designated places on a three-by-three grid, where one must be in the air at all times. In Yellowstone, aliens are flipped until they land on the color coordinated geyser, and in the Sphorkle Diner, players must match food with the correct color alien.

Sound simple? Don't be fooled. "FlipOut!" has four difficulty levels ranging from normal to insane with obstacles to challenge even the most talented flippers. Each area offers different challenges, including alien interference, that intensify as levels progress. In the final world, gamers meet King Fluffy, a wacky blue-blood determined to confuse players by scrambling and destroying the difficult sixteen-tile playing field.

"'FlipOut!' adds yet another genre of game play to Jaguar 64," said Ted Hoff, Atari's President of North American Operations. "It combines animated characters with three dimensional multi-level game play to create a puzzle game beyond players' wildest imaginations."

"FlipOut!" is just one of Atari's new title launches for the season. Recently, Atari released "Super Burnout" and "White Men Can't Jump" bundled with Team Tap(tm), a peripheral to link four players at once. Other titles to be released this summer include: "Ultra Vortek", "Pitfall: the Mayan Adventure", "Flashback" (published by US Gold), and "Rayman" (published by UbiSoft).

"FlipOut!" has a rating of K-A (appropriate for Kids to Adults) and has a suggested retail price of \$49.99. It is available in stores nationwide.

For over twenty years, Atari Corporation has provided consumers with high quality, value priced entertainment. Atari Corporation markets Jaguar, the only American made, advanced 64-bit entertainment system. Atari Corporation is located in Sunnyvale, California.

"FlipOut!" All Rights Reserved. "FlipOut!", Atari logo and Jaguar are all trademarks of Atari Corporation.

CONTACT: Jessica Nagel or Patty Kerr
Dorf & Stanton Communications
310/479-4997 or 800/444-6663

For Immediate Release

Atari(r) Corporation and ATOMIX(tm) Confirm Web Site
Development Deal to Support Jaguar(tm) Internet Users.

SUNNYVALE (August 29) -- Atari Corporation announced this morning an agreement with ATOMIX, Inc. (formerly TOPIX; an Emmy Award winning CGI and new media development house) to develop a next-generation user support World Wide Web Domain on the Internet. The pages that make up the Domain, with planned installation by October 6, will host Internet users worldwide with news and information regarding Atari Corporation's next-generation 64-bit Jaguar 64.

"The Internet is exploding with popularity; almost as if telecommunications were being discovered all over again," stated Mr. Don Thomas, Atari's Director of Customer Service Marketing. "Jaguar 64 is the most advanced multimedia entertainment platform and only Atari can offer 64-bit technology for less than \$150. It makes sense that Atari would demand a next-generation development team focused on our Web Page development."

Visitors to Atari's Web Domain will be treated to a wide variety of information, previews, reviews and interactive games. A Domain is an interactive billboard that is connected to the Internet; the worldwide information database anchored by universities, military sites and corporate participation. Individual users can visually travel to places established for entertainment or to sell goods and services. Sometimes specific topics are covered largely by colorful text, but most Pages integrate eye-popping graphics, stunning animation, appealing sound effects and interactive activities. Access to Web Pages is made available by special programs called Browsers which connect through an established host system. CompuServe Information Service is one such service which offers economical and versatile access.

"The combined creative, technical and networking experience of ATOMIX programming artists offers Atari Corporation over 30 years experience in innovative application to Web Page design," states Mr. Kirt McMaster, Director of New Media for ATOMIX. "Our primary focus is to engulf our clients in an arena of 'next-level' development. Utilizing innovative new Web technologies such as Sun Microsystem's Hot Java, we will

overwhelm visitors to Atari Corporation's Web Domain with a multimedia experience that pushes the envelope of known standards."

ATOMIX, based in Hollywood, CA, combines the resources of talent, hardware and creative application. Over 12 SGI workstations are staffed by the industry's most desired artists and expert programmers. ATOMIX enjoys a portfolio which includes work on movies like "Judge Dredd" and "Candyman II". Studio production work includes animated logo material for Twentieth Century Fox which made its debut with the premiere of "True Lies". The firm has also integrated digital visual and sound technology in motion rides such as the one popularized at Caesar's Palace in Las Vegas. Music video work includes performers such as TLC and David Bowie. Industrial and commercial references include General Motors, Michelob, Discover Card, Toshiba, McDonald's and Pirelli Tires.

Atari Corporation has been in the video game business for over twenty years. Today, Atari markets the 64-bit Jaguar, the only American-made home video game system. Atari Corporation is based in Sunnyvale, California.

Atari is a registered trademark of Atari Corporation. Jaguar is a trademark of Atari Corporation. Hot Java is a trademark of Sun Microsystems. ATOMIX is a trademark of ATOMIX, Inc. All other tradenames are trademarks or registered trademarks of their respective owning companies.

TIME WARNER INTERACTIVE'S HIT ARCADE TITLE ...

Versions Ship For Sega Genesis(TM), Super Nintendo Entertainment System(R), Game Gear(TM), Game Boy(TM) and PC CD-ROM Systems

MILPITAS, Calif., Aug. 25 /PRNewswire/ -- Pre-historic fury unleashed at retail outlets around the world today with the hotly anticipated launch of "Primal Rage(TM)." Building off the success of their hit arcade title, Time Warner Interactive, Consumer Games Division (TWi), created "Primal Rage" for eleven home gaming and computer platforms, five of which shipped today. The title is now available at retail outlets for the Sega Genesis(TM), Super Nintendo Entertainment System(R), Sega Game Gear(TM), Nintendo(R) Game Boy(TM) and PC CD-ROM systems.

"Primal Rage" is a head-to-head fighting game with an original look that features seven fantasy, pre-historic characters in a battle for supremacy. The originality of the characters and the sheer number and ingenuity of their moves, come together in an innovative and addictive fighting game.

Snout Gouges, Tail Whips, and Flying Butt Slams

How often do you get to use a "Hot Foot" or "Snap-Tail-Whip" on your opponent, let alone a "Bed-O-Nails," "Gut Fling" or "Cranium Crusher?" When playing against a "Primal Rage" veteran you'll get your chance but look out for revenge when a "Flying Butt Slam" or truly debilitating "Fart of Fury" comes your way!

Each of the seven fantasy dinosaurs has an individualized fighting style with more than 70 actions including: fighting moves, powerful "secret" moves, masterful combo hits, graphic finishing sequences,

punches, death sequences, victory sequences, and ready poses. Playing "Primal Rage" provides an experience unlike any other fighting game on the market to date.

The Word is Out

Over one million units of "Primal Rage" consumer versions were ordered by retailers for the initial production run. Mark Beaumont, Senior Vice President Marketing and Product Development, said, "In this environment of platform transition, A+ level marketing muscle is necessary to secure shelf space and reach consumers. We were able to provide buyers with a high degree of comfort by showing the quality of our "Primal Rage" line and the level of support we're putting behind it."

TwI is supporting the launch of "Primal Rage" with an \$8 million marketing campaign. Media buys include two flights of TV ads on national primetime, syndication, and cable channels; top 15 metro market radio promotions and contests; four-color half-page spread and full-page print ad campaigns breaking in all major video and personal computer publications; and consumer promotions such as in-pack discount coupons, player strategy guides, demo discs, and trading cards. Cross promotions with strategic partners will further increase consumer awareness with an exclusive product preview already underway on the Sega(R) Channel, a four month nationwide mall tour with Sendai Publishing, and a nationwide competition for the national "Primal Rage" Video-Game Tournament title to be held at Six Flags Over Texas on September 16.

November 14 is the date for the second wave of software on new gaming systems including the Sega Saturn(TM), Sega 32X(TM), 3DO(R), Sony(R) Playstation(TM), and Atari(R)Jaguar(TM), as well as the Macintosh(R) CD-ROM.

Time Warner Interactive, Inc., a wholly owned subsidiary of Time Warner Inc., develops and publishes interactive consumer entertainment products for video arcade games, video game consoles and computer platforms. All product names are trademarks or registered trademarks of their respective owners.

GAME SCARES AWAY SUPERSTORE

CompUSA Inc. says it won't sell Sierra On-Line Inc.'s new Phantasmagoria, computer horror game, reports the Dow Jones News Service.

According to Dow Jones, industry sources say the computer superstore chain found the game too violent. CompUSA CEO James F. Halpin declined to specify the reason for the company's decision.

Other industry sources say the game's violent nature, combined with CompUSA's decision, may scare away other retailers. Sierra On-Line CEO Michael Brochu says CompUSA's move took him by surprise. He told Dow Jones that the game was clearly labeled as having adult themes, but was no different than what viewers can see on television.

COMPUSA SNUBS PHANTASMAGORIA

Sierra On-Line's Phantasmagoria computer game hit retail shelves last week, but it was conspicuously absent from stores in the CompUSA Inc. chain. The Washington Post this morning quoted industry sources as

saying that is because the Dallas-based retailer found the game too violent, but CompUSA CEO James F. Halpin declined to specify the reason for the decision.

The game centers on a young couple moving to an isolated mansion on a small island and is billed in Sierra On-Line's promotional material as a "horror story of isolation, illusion, murder and an uncontrollable evil."

Sierra On-Line CEO Michael Brochu, surprised by the decision, said the game still should do well in the market. He added the program was labeled clearly as having adult themes but was no different from what viewers can see on TV.

Jaguar Online STR InfoFile

Online Users Growl & Purr!

CATnips... Jaguar tidbits from Don Thomas

(95.08.25)

Jaguar CD-ROMs have been rolling off the packout lines and the first batches have been arriving to select buying and distribution offices across the country. I spoke to one distributor today who told me his entire staff is already having a ball with Blue Lightning. Ted Hoff and Sam Tramiel hosted a company-wide luncheon this afternoon from 12:30 to 2:30. We all enjoyed a variety of gourmet pizzas, finger snacks, soft drinks and sundaes while soon-to-be released CD software was set up on rows of monitors. Mike Fulton was among the first to show interest in an upcoming softball game which was announced and Sam Tramiel pointed out how the tables were all set up in the shape of a Fuji. Bottom line: we all had a great day and were allowed the pleasures of wiping the sweat from our brows.

It was a sad farewell to Garry Tramiel. Garry and I have worked well together over the past 7 or 8 years and I was disappointed to see him go. I don't blame him though. He has worked very hard and has been on the road while coordinating visits to Distributors, Rep Firms and Retail Buying Offices for a long while. He has negotiated many of the companies most critical real estate deals and has been instrumental in product improvements by sustaining a strong interaction between engineering and consumer feedback coming back from the retailers. Garry had decided to leave a long while back, but I'm told he agreed to hang in with Ted until the CD-ROM was launched. I'm glad he did. Best wishes, Garry!

I would like some feedback from Jaguar owners if they are able/willing to provide it. I am often asked questions about what kinds of other things Jaguar gamers like to do when not playing Jaguar games. I've got a little idea from our "warranty" cards, but it would be fun to hear about some other things. If possible, I would like to hear back from as many online Jaguar gamers as possible by Monday, August 28 in E-Mail. Please send responses to:

75300.1267@compuserve.com

-OR-

atari@genie.com

I would like to know how many games you own, what other hobbies you

have, clubs you belong to, general interests, sports you like to watch/play, music preferences, TV and radio stations you listen to in your area. Favorite restaurants and snack foods. Heck, tell me your vices if you want to!

Nothing highly intelligent will be used with this information, but it will help me gain some more insight I can pass on to marketing as to what Jaguar gamers like to eat and do! <g> Thanks in advance for saying 'HI' and sharing these things with me.

BattleSphere update from 4Play's Scott Le Grand (via the Internet and CompuServe's Atari Gaming Forums)

>Come to think of it, I haven't seen Scott Le Grand lately. (Or any of
>the rest of the 4play team) An update on BattleSphere would be
>appreciated. OK dudes. After Steph's little update, here's an e-mail
>from Scott. It's from 21 August. Enjoy!

Battle Sphere chugs along, looking better every day. The real battle now is how many features I can add to it and still make the deadline. My favorite part of the game is how it is almost always 30 fps... I've seen it get down to 15, and in a storm of ships, lasers, and explosions, 10, but that is rare. It really makes a difference when the dogfights are at 30 fps, it feels real. You can really get up close and personal with your adversary. I made a videotape the other day and watching it felt like I was watching air combat footage on The Discovery Channel...

In other words, we've made major improvements since the last time anybody saw this thing... I am not bored with my creation yet so to speak. I have friends begging to play the thing who don't own jaguars. It hasn't convinced them to buy jaguars, but it's the first thing on their minds when they visit us.

In other areas: don't count on voice modem support. If we don't have 'em, we can't do much to support 'em. However, count on generic serial modem support and if you can find yourself a cheap voice modem of your own, you got the same thing.

No VR support is planned at this time. We cannot afford the possibility of lawsuits from boneheads who spend 20 hours in the thing and then whine because they got motion sickness. In a world where one can sue over spilled coffee, we have to take this possibility very seriously. I don't like it any more than any of you, but that's the end of that.

The schedule for this week hopefully wraps up all aspects of fighter/fighter combat and begins the incorporation of the sacred network driver, after which, we'll be able to answer the big questions about framerate and maximum networked players.

Capitol ships have not been put in yet as I keep figuring out faster ways to handle them and whenever I start to write capitol ship code, my subconscious mind tells me to stop, which usually means something bigger and better is brewing. I've learned to listen to that signal... Then again, maybe I'm just procrastinating. I do that too...

I've got some new playmodes figured out that are pretty simple to add, but I'm not sure where to put them...

That about wraps things up...

Scott

CATnips... Jaguar tidbits from Don Thomas

(95.08.28)

A very dear friend of mine used to tell me every once in a while, "I buy you books and I buy you books and all you do is read the covers". I don't know if that's an adaptation of some great movie quote or otherwise from some memorable play, but I remember it was definitely something she used to try to drill in my head. If I became enriched by the words at all, I understand them to mean, "Don't you get it!?"

My friend did buy me a lot of proverbial books... lesson plans if you will... figurative blueprints of brick wall head pounding in which I could carry with me in some figurative form. I don't know if it was based more on being ignorant or simply obstinate, but I often didn't read the books she bought me. I would read the covers and because I knew the title, the author and maybe the publisher, I felt I knew everything there was to know inside of them also.

For a very long time, Atari has been promising a CD-ROM for your Jaguar. In that time a lot of things had changed except for one... we never seemingly got any closer to putting the CD-ROM on the market. Although at trade shows and on specialty store videos, Atari has shown some very impressive CD-based game footage, the CD-ROM peripheral seemed to many like a book without any pages.

In little more than 8 weeks, Mr. Ted Hoff has stepped into a very challenging role at Atari Corporation. While Ted continues to assess the condition and value of all the poetic books of business Atari has placed before him to read and act upon, he is making decisions which everyone I know at Atari applaud. One such decision is that the CD-ROM has been supposedly "ready" and "promised" for an incredibly long period of time. Ted figured if Microsoft can finally release Windows '95 after 1 or two years, then Atari can start shipping the CD-ROM on that date too.

Based on that decision to start shipping on the 24th, a lot of actions had to be implemented. Final tests and final decisions... final sign-offs and final orders. Although, tainted by a one word spelling error on the back of one of the pack-in software packages, the entire project finally came together within about 5 weeks. This, after Ted's predecessors took forever and a distant day. On August 24th, 1995, the first packed-out batch of Jaguar 64 CD-ROMs rolled off the factory lines with everything packaged together, including a \$100 value software ensemble.

The book is entitled "Ted's Promise to Start Shipping CD-ROM's on August 24th". It contains pages and pages of a distribution plan so that retailers get the product equitably (especially considering unexpected new orders placed by retailers impressed by the progress being made since Ted arrived at Atari). The pages of the book even detail a formal plan to launch to the press within the first week of

September in New York.

Somehow, amidst all this hoopla, some people appear to have expected CD-ROMs to already be on store shelves for resale by 9 am on Thursday, August 24th. To all those valued customers (including the one whom sent me a message containing profanity for me and my family to enjoy), I am certain your anxious desire for the new peripheral will be well rewarded within a couple of weeks.

I think most of you know by now that the first batch of CD-ROMs were shipped so that the store buyers, distributors and members of the press received their units right away. Shipments since August 24th are being distributed so that all our retailers will have sufficient quantities to fill preorders and stock their shelves during the week of September 11th. In fact, notifications announcing this strategy were express mailed or faxed to stores the day after Atari released the first batch.

It is my opinion that Ted has made a wise decision to treat the CD-ROM release more carefully than a standard software release. Keeping some quantity within the distribution channel until enough have been packed out will enable retailers to feel like they are being shipped fairly and that customers who have waited a long time for their preorders do not hear their friends getting units from other stores first.

There's nothing I can do for the people who like to argue or try to sabotage our launch with opinions in difference to Ted's strategies. But to those who have been patient for so long, the message for you is that the wait is virtually over. The CD-ROM is a complete package and the only thing standing in the way of you having one is a couple weeks to make sure no one unfairly gets one before you do.

I expect to get my hands on a copy of FlipOut! tomorrow so I can look at it and tell you what I've found after extended play. It arrived in Atari's warehouse late Friday and began shipping today (8/28/95). I think a lot of you who liked the "Pac-Man", "Centipede", "Klax" and "Tetris" games will love FlipOut! Please send me feedback and tell me what you think. Look for reduced screen images of this game on CompuServe, GENie and CATscan [209/239-1552].

Ted Hoff and Ron Beltramo will be in New York early next week armed with a full schedule of appointments to "meet the press". The topics will be Atari's newest technologies, release of the CD-ROM and the best next generation gaming value there is.... oh, did I say Jaguar?! Planned meetings include Fortune, Popular Science & Forbes, et al.

Look for a press release dated August 29 announcing Atari's signed deal with Atomix; a powerful Hollywood graphics, animation and Web Domain house. More details to follow.

The Jaguar Roundtable on GENie will be hosting a live conference with Ted Hoff, Ron Beltramo and Laury Scott as guests on Wednesday, September 13 at 6PM (Pacific). Be there or be square. Stop by the

Roundtable by typing JAGUAR at any system prompt for more information.

I'll leave you with a tip. If you've been following STReport, you may like to look at their newest graphics-based edition which has been publishing for a few weeks now in concert with their text-based edition. Special viewers are required, but the visual appeal is outstanding INCLUDING the newly enhanced Jaguar section. Check it out!

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
CIS ID: 73637,2262

Hidi ho good neighbors and neighborettes! For those of us who are unaffected by all this Windows95 stuff, life goes on as always. Or does it?

In the future, software companies will decide to tailor their wares to whatever the current operating system may happen to be. For the near future, that will be MicroSoft's Windows95. That means those of us who use emulators will be unable to use the new software (Win95 requires copious amounts of RAM and hard drive space and most new software offerings will probably require a minimum '486 processor, which keeps all of the current DOS emulators for Atari computers out of the running). What about the PowerPC processors?? Who knows. Less than a year ago, my local computer dealer ran across a DOS computer that couldn't use DOS 6.2 because the machine's CMOS was too slow for the OS to deal with. It's not that it was an old machine... well, it wasn't that old. It was a two year old '386. But both the manufacturer and and MicroSoft verified that the machine couldn't use the latest (at that time) version of DOS.

The moral of the story? I don't know. I'm just kind of free-associating here and rambling in my semi-lucid way.... which reminds me of a friend (Oh, yeah, nice segue Joe)...

A buddy called me earlier this week and relayed this story to me:

He was driving along in his car at about 9:05 in the evening when his cellular phone rang. He answered and found that it was one of his business associates. After only two minutes the connection was broken. He thought nothing of it because, in his area it is not uncommon to loose the signal.

The following morning he attempted to use the cell phone to call his boss

and was dismayed to find that he "hit the switchboard".

After three other attempts which all ended in a pre-recorded voice telling him that he would have to enter his Personal Identification Number (PIN) before he could place a call, he contacted a service representative. The rep told him that the reason that he could no longer simply dial the number he wished to call was because his cellular phone had been "cloned". What this means is that someone had actually captured the identification signal his phone emits when attempting to connect to the satellite or tower or whatever the heck it is that a cell phone connects up to. So that someone could now "impersonate" my friends phone thereby racking up charges and having them billed to my friend.

When he inquired how and when this happened, the rep told him that the carrier had relayed a call attributed to his phone from New York to some place I can't recall at about 8:45 the previous evening for approximately fifteen minutes. Two minutes later, they relayed a call from Manchester to the phone in question in Bristol. They flagged the account because Bristol is a minimum two and a half hour drive from New York and there was no way the phone could have been in New York to originate one call and be in Bristol seventeen minutes later to receive the second. And since the billing address of the account was Bristol, the carrier decided correctly that the first call had been from the "clone".

Now, stop a moment and think about this: The carrier KNEW where the calls were coming from and going to! This is a bit too close to Big Brother for me. How long will it be before someone decides that it's okay to "evesdrop" into your personal life on a regular basis? And, if it weren't for instances such as this, would we even know that it was being done? Perhaps that's why the government is so interested in getting us to use "clipper" as an encryption scheme... the government would hold a "master key" that would enable it to de-code any message, file, program (as in television), or communication without letting you know about it. Why haven't they taken up the Public Key Encryption scheme? It lets you have two keys: One that is composed of your name and online address which anyone who knows your name and address can decode, and one that only you know encrypted with an algorithm so tough that even the U.S. government can't "break" it in a timely manner. The government also, until recently, classified Public Key Encryption as munitions, making it illegal to circulate it to anyone other than U.S. citizens. Who says that the Cold War is over?? They've just got new people to keep an eye on... us.

Well, enough of this. Let's get on with the reason for this column in the first place: All the great news, hints, tips, and info available every week right here on "un-clipped" CompuServe.

From the Atari Computing Forums
=====

An old friend to all in the Atari community, Daniel Osborne, tells us:

"I will be going off line from now, until sometime the 2nd or 3rd week of November, while I move to Jacksonville, FL.

If anyone posts any msgs to me, I will respond in November."

Seizing on the misspelling, Our publisher, Ralph Mariano, the Grand

Poobah, a Jacksonville resident himself, tells Daniel:

"Lord helps us now! <g> Welcome back to the States! That's Jacksonville by the way..."

Mark Gardiner posts:

"I am desperate to find a way of linking my Atari STF to a small palmtop PC (that is essentially a suped up XT) so as to make use of the Atari's drives for file saving. My external PC disk drive has got to go to the Doctors and it could be some time...!.

I came across a prog called SQUIRTIT for the ST but can I get any reaction?? - NO :-(

I have the necessary cable but don't really want to spend hours configuring complex comms progs on each machine first. Is there a simpler way to achieve this feat??

Many thanks in advance..."

Alberto Sanchez tells Mark:

"I've heard on a shareware program called GhostLink that lets you connect an ST to a PC via null-modem cable. The PC acts as slave, but I thing you'll be able to save files from the PC harddisk to the ST floppydisk (I guess that's what you want). You can get this program on any PD library. Hope this helps! Saludos. Alberto Sanchez - Atari Fan Club - Spain."

David Clough asks about using a "PC" hard drive with his STE:

"I have a pc SCSI 1 hard disk, can I attach it to the atari ste hard disk port, and if so where can I get software drivers for it?"

Albert Dayes of Atari Explorer Online Magazine tells David:

You need a host adapter to go between the Atari hard disk port (DMA port) and the SCSI drive. ICD's LINK 2 or AdSCSI+ or something similar should work."

On the subject of the new Adobe Acrobat reader, which can be used to view the enhanced version of STReport, Mike Myers asks:

"Does the new Acrobat reader (Acroread.exe) work with an Atari?"

Albert tells Mike the unfortunate news:

"Acrobat reader (in the library) is PC only."

Alberto Sanchez mentions his favorite utilities for using the Iomega ZIP drive with his ST:

"Here in Europe, HiSoft is advertising their specific Zip Tools."

Tom Harker, our pal from ICD tells Alberto:

"Actually, HiSoft is distributing our software and tools. So is Atari WorkShop/System Solutions in the UK."

Coming in just one message late, Edward Hagihara asks Tom:

"Would you happen to know if the Iomega Zip drive is compatible at all with the Atari? If so, what do I need and how much will it cost to connect it and run it from my Atari Mega 2 ST?"

Tom tells Edward:

"Yes, our ZIP tools are now included in our SCSI Pro package and with the Link 2 package.

You can send in your old master disks and \$15 US for the latest software including ZIP utils."

Jeff Norwood tells us:

"With CompuServe changing their policy, I'm considering switching services. CompuServe and AOL will have the exact same price plans (5 hours free, \$2.95 per hour after). With the Atari user base seemingly slowing down here, I may switch (but I'd make sure The Jaguar Journal is posted here).

Is AOL worth the switch? How does it compare to CompuServe? I'd like all of your opinions on both, because I am kind of confused on what I should do."

Larry Tipton tells Jeff:

"I've got an AOL account. I get more and better information on CSERVE video game information wise. I use AOL for news, some vendor support, and internet access."

Mark Frattarola jumps in and adds his thoughts:

"I've got AOL, CIS and an internet provider. I'm not quite sure why I keep AOL, except that the graphics are nice. AOL has terrible customer service, the system slows down to a crawl during peak hours, and it logs me off for no reason at all at LEAST once a day. They do, however, have a really simple way of emailing your complaints to them, but they don't respond - I've been waiting almost two months for them to acknowledge me.

CIS doesn't have the best internet access, but their system is fast, stable, and reliable, and their customer service folks are always great. I use my CIS account for business and personal, and would strongly advise against using AOL for anything other than a toy."

Larry tells Mark:

"Hmm, I only sign on early in the morning or mid day. I don't try to access 'em at night much. I dropped Netcom, my old internet provider. The connection was terrible from my area. Plus, no local access! I lost carrier 4 times while trying to send my terminate service message to the Netcom folks.

I agree [about using CIS vs AOL].... except that the internet access is too slow on CIS. The other "bad" thing about AOL is the lack of an off-line reader!!!"

Dimitri LaBarge of Atari Explorer Online Magazine adds his thoughts as

well:

"I agree with Larry's sentiments on AOL vs. CIS. AOL is good in some areas, but I vastly prefer CIS. The Atari area on AOL are especially deficient as compared to the CIS ones--I've never known it not to be at least 50% crackpot."

Jeff sums it up:

"I guess all the hype caught my attention. It seems like every big company has an online account on AOL opening: Nintendo, Sega, WWF, etc. But it also seems like everyone really doesn't like the interface. Thanks for your input."

Dimitri tells Jeff:

"Yes, the interface is problematic. :>

Interestingly, some of the companies (like NBC) are pulling up stakes on AOL to move to the MicroSoft Network, so that's another factor to add into your decision. (Not that I'm endorsing MSN, of course...I'm a CIS guy. <g>)"

Joe Rohde adds this interesting bit of info:

"Here's a little info you, if you care. The CIS internet is true PPP. The ramifications of this are probably obvious, but I'll waste time and continue :-)

Win95 supports PPP. Set up a 'Remote connection' with the little wizard they supply. Use the CIS number, and tell it the number is a 'WinNT/Internet connection'. It's not WinNT for this by the way, but it is 'internet'. There is a butt-kicking-cool utility called RoboDUN that allows you to create a script for PPP also.

Somewhere in there (sorry, not being too specific, but I'm at work and don't have it in front of me). There is a place you can specify 'bring up terminal window after connection'. Choose it. Then, when you dial and connect and the terminal comes up, enter '+CIS', then log in as yourself and execute a 'go pppconnect'. (This by the way is the part the RoboDUN is cool for!)

Once you do that, hit F7, or whatever it is to tell the system to go. There should be a delayed 'logging in' bit, but eventually it should all work out. OH, BTW, when you were setting up the remote connection, tell it to only try for TCP/IP, the others won't work and will waste some startup time trying.

Wow...Ok...If you get everything to this point, you have a real PPP connection. You can run WinCim over a WinSock connection just fine, and NetScape (the final goal for you I imagine <h>) will work great.

ps. I've boldly assumed you use windows, and will upgrade to Win95 if you haven't already!

pps. I totally missed the part where it said the server wouldn't be up until October. While I believe there was no point in a press release until the server existed, that is their choice."

Sysop Don Lebow tells Joe:

"I do have Win95, and just (today!) got a brand spanking new v34 local node, so I'm set to finally try out the CIS PPP connection over the weekend. Thanks muchly for the quick summary.

Got my (blessedly very vanilla) local ISPs running ok, but haven't tried any scripting. Should be interesting, if nothing else [g]

If you hear someone pounding on the PPP door screaming "let me in!!!!", that'll be me, ok?"

Joe tells Don:

"Good luck with it. I like it a lot, though the user load is causing our net some discomfort. I'm hoping this is resolved soon.

In case I wasn't clear, <g> hunt down a copy of RoboDUN once you have the interactive logon working, it's great!"

Well folks, remember a few weeks back when I mentioned that my pal BJ Gleason, the Portfolio guru was on his way to Asia and would be sending me and other acquaintances "on the road" reports? Well I got one this week. Take a look:

Please use BJGLEAS@AMERICAN.EDU to respond to this letter.

Hey Gang...

Well, it's been a while and things have been hectic. Japan was amazing. We got to go downtown once or twice between the meetings, ate at some really cool places (korean and Japanese), and had a lot of fun. The flight was 10 hours long from LA to Japan, and then a 5 hour bus ride for the last 60 miles. If you can do the math, keep it to yourself, I don't want to think about it again.

Korea (Land of the morning clam) is really neat. We went to the Palace and other places... too many to mention. Been spending some time exploring the base, it is huge, and it's like that scooped a chunk of american and dropped it in the center of downtown Seoul. When you are sitting in the Burger King on base, (across from the high school where some of the classes are held), you would swear that you are in the states. I was told that they did the bases this way so that people who didn't want to be out of the US wouldn't think that they were.

I live about 1/2 mile off the base, at 182-1 Haum Dong (Altho we refer to it as 182-1 Shama Lama Ding Dong)... The apartment is not great, but I've gotten used to it. After the second day, I stopped hitting my head on the door frames (It appears that the standard size door is about 5'8", which is about 3 inches too short for me.)

Yesterday was the first day of classes. My expert system class (which uses a book in which Larry Medsker, my old boss, wrote a chapter) has been delay two weeks because of Operation Ultra Focus Lens (so big time military op). My other clases, Intro and C have met, and they seem like a fine bunch of students. I also got my phone today which allows me to get e-mail again! In case you want to call, the number is 011-82-2-774-5587 from the states, and 010-82-2-774-5587 from the UK. I don't have an answering machine, so you'll have to catch me. But

feel free to call 24 hours a day. The Dial-A-BJ is always open for your dining and dancing pleasures.

Almost got killed in Panmunjon (the DMZ between North and South Korea) when Steve's (another UMAD (University of Maryland Asian Division) faculty member) camera exploded in the conference room. It sounded like a gun shot, and the guards were already edgy from the student protests a few days earlier. But they calmed down when they saw what it was.

For those wanting to vacation at Club BJ, it appears that I will be in Seoul for about 10 months. They want me to stay at Yongsan to built up (Raize?) the computer studies program. Yeah, I can't figure it out either.

My addresses (This will reach me while I am at my place, but requires overseas postage):

bj gleason
183-1 Huam Dong
Yongsan Ku
Seoul (140-190)
South Korea

or (This will reach me while I am at Yongsan (works with a 32 cent stamp))

University of Maryland
Yongsan Education Center
Attn: bj gleason
Unit #15556
APO AP 96205-0614

or (This will reach me while I work for UMAD, also a 32 cent stamp)

University of Maryland
Attn: bj gleason
Unit 5060 Box 0100
APO AP 96328-0100

Right. Thats enough for now. Please keep those cards and letters coming. For Email, continue to use BJGLEAS@AMERICAN.EDU"

I can tell you that BJ is one of the few truly interesting people I've ever met and he's always interesting to either listen to or read. I really envy those folks over-seas taking his courses. Stay tuned for more of our "BJ Watch" as his letters come in.

That's about it for this week. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

STReport's "EDITORIAL CARTOON"

A "Quotable Quote"

A true, "Sign of the Times"

A TYPICAL "FUN IN THE SUN" FLORIDA VACATION..

STRIKE ONE!

Enjoying 1st class treatment in the "MONEY GRUBBING SPEED TRAPS" found on
US 301 in LAWTEY, WALDO and HAMPTON.

Little do the Politicians and Cops in these North Florida "ARMPIT"
communities (only a few miles south of Georgia)
realize how bad a name this gives the State of Florida!
How many remember the fame of Ludiwici Ga.??

HINT - Avoid these awful speed traps!! Better YET...
AVOID FLORIDA until Lawton Chiles cleans house!

STRIKE TWO!

Going to Florida to vacation only to get mugged or worse, shot dead on the
Interstates in Florida!! Great times we live in!!

Enjoy Florida's many benefits ...including its up-to-date and totally fair
Judicial System!! The State Attorney needs to review the "convictions at
any price" Zealots working in the local SA offices all over the State..
There's something terribly wrong going on!

STRIKE THREE!!

COME TO FLORIDA ON VACATION AND....

.....LEAVE FLORIDA ON PROBATION!!!

The entire Florida Judicial System should come under
Federal Civil Rights review ..now!
Arrogant disregard of Civil Rights is epidemic!
Its worse now ..than the abuses found in the sixties!!

STReport International OnLine Magazine

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